

BRITAIN'S LONGEST RUNNING COMPUTER 84 MAGAZINE

APRIL 1991



BUCKLE YOUR SWASHES IT'S...

SKULL & CROSSBONES!!

Read the full preview
plus the exclusive
comic strip inside!!!

THERE ONCE WAS A YOUNG BOY CALLED ERIC
WHO BOUGHT YC FOR A THREPPEN.
HE TORE OUT HIS HAIR
BECAUSE HIS TAPE WAS NOT THERE.
HOW WE ALL THINK HIS HEAD IS A HELL
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IF IT'S NOT STUCK HERE ASK THE MEVSE
WHERE IT IS!!

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OTHER GAMES
REVIEWED/PREVIEWS:

★ BACK TO THE
FUTURE 3 ★

★ PREDATOR 2 ★

★ WARLOCK ★
GRAND PRIX

AND LOADS
(and we mean loads)
MORE . . .



PLUS - THE YC TEAM FIDDLING WITH THEIR JOYSTICKS INSIDE



COMING SOON...

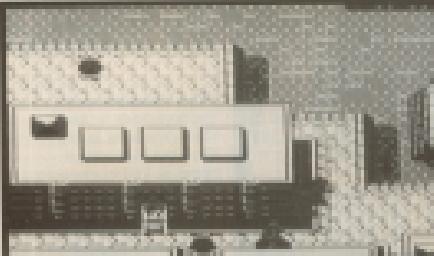
BACK TO THE FUTURE III



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O WIGGLE IT (p21) - Rik gets his hands round a big, firm joystick, and wiggles it from side to side! Some broken, some broken, but most of them gave the kind of superb performance he was looking for!



O SCUM OF THE EARTH (p41) - In a last ditch attempt to get more mileage out of the turtles before they disappear, we've got some wicked tips!



O COMPUTER BOFFO (p41) - Here we pull the wit of six of the computer world's top Public Relations supremes to the test, and we even get them ripping out the throats of each other in a bid to win the most coveted title ever!!



O DATA (p4) - Win a plethora of Hardware vids and goodies in our "give 'em loads and then give 'em some more" compo. And there's even a little reviewette of the stonky movie!!

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DATA



PEOPLE DO THE SPACKIEST THINGS

U.S. Gold's MD Geoff Brown does Thomas The Tank Engine impressions in his spare time!



THE PLEASURES OF THE PALM!

We all know that the Commodore 64 is the spunkiest computer available and that you love it so much that you would want to take it everywhere with you, more than your own loved teddy or dog-eared comfort blanket, but let's face it - there would be a few technical hitches if you wanted to transport it everywhere with you!

Even the GS console is a bit big to take to your Granville. However, don't despair cos Granville, UK's leading brand of electronic hand held LCD games, may just solve the problem of getting bored out of your wits during yet another British Rail delay by releasing 20 of your best loved games on

hand held LCD.

David Evans, marketing director explained to YC

'Performance of these titles in the USA and parts of Europe has been dramatic over the last 12 months and we expect a similar development in the UK for 1989.'

Popularity of the titles is fuelled by the explosion in the TV interactive games systems market. Yeah OK Dave.... Let's translate - he means he's sensed that you lot out there spend night after night square-eyed over your face computer games, so he thought you might want to play them even more and has cooked in on the fact

Spiffy games like

Shovel, Paperboy and Thunder Blade will be in your shop soon supported by a huge advertising campaign - gamers addicts beware!

YOU MUST BE JOKING

How many computer gamers does it take to change a light bulb? One but Two with a joystick in the other port!

Send your crap jokes to You Must Be Joking Davy Robot at the usual address and prove to your friends just how crap you are (if you've got any friends left that is!)



WITH BEVY BABES

AS CHERRY FILLING

FILM FRENZY

Forget sticky popcorn which goes anywhere but in your mouth, hot dog ads, queues, a sore bottom, and pins and needles, check out the latest movies and vids with YC!

DEAD 'ARD

Suppose you lot think that Hardware is only a name given to the likes of your Commodore 64; well it isn't now! Hardware is the

ability to reconstruct itself from electrical sources and then goes on a mad killing spree.

It's not all blood, gore



and the odd arm flying around, it's about relationships, it's about the kinda future we are building, it's about technology and the mistakes it can make and it's well worth a watch (but don't sleep with your Commodore 64 beside your bed afterwards!)

Lastest in Sci-Fi thrillers being hailed as the *Blade Runner/Terminator* of the nineties and I thought it was rather spiffy too in that horrifying and gory kinda way!

It's set in the far off future (hopefully) which is filmed in a pink-filthy arty, and truly spectacular, way with a similarly spooky and atmospheric soundtrack. It's basically about a Mark 13 - which is an unfriendly robot, not the latest in Ford Cortinas - which has the amazing



YC, 20 Patters Lane,
John Farm, Milton
Keynes, MK11 3HF.

QUESTION

Which heavy metal rock star plays a taxi driver in the movie?

YC TOP TEN DRINKS

Ginja Spirit

- Activision

Robopop

- Ocean

Fizz

- Virgin Games

Bitter Dead Than Alien

- Entertainment

Puffy's Lager

- International

Whi-Ski or Die

- Ubisoft

Turbo Outrun

- Electronic Arts

Vimto's Quest

- U S Gold

Lime Machine

- System 3

Shandy Cap

- Activision

- Microsoft

YC RECIPE CORNER

The chillin' thing to do with left over Easter Eggs!

CHOCO-ORANGE EASTER MOUSSE

Serves 4

Preparation Time 15 mins.
+ chilling time

Ingredients:

40g/125g plain chocolate
juice of one small orange
3 eggs, separated
144 pints/350 ml double or
whipping cream
Chocolate to decorate

Instructions: You may need a grown up to help!

1. Break chocolate into pieces (without putting the odd chunk in your gob) & place in a heatproof bowl with the juice of the orange. Place bowl over a pan of simmering water (being careful not to get any water into the chocolate) & leave to melt.
2. When melted remove bowl from pan. Leave to cool for 1 min then stir in egg yolks.
3. Put egg whites into a clean bowl & whisk until stiff (oo-err).
4. Transfer chocolate mixture into a bigger bowl & fold in the beaten egg whites with a metal spoon.
5. Pour mousse into 4 small dishes & leave to chill in fridge for 2-3 hours until set.
6. Before serving add a blob of cream & decorate with grated chocolate.
7. Dig out!

AND LASHINGS OF COMPUTER FUN!

It's always been a mystery to me just why all those mysteries happened just when the Famous Five were on school holidays, but it's no mystery why Enigma Variations have signed up those five famous muddling kids, cos it's a good idea for a super range of computer adventure games.

Enigma Variations, those clever dudes responsible for programming Postman Pat amongst other things, is soon to release "The Famous Five 1 - Five on a Treasure Island" based on Enid Blyton's enduring book - if you didn't know already.

Using the "Worldscape"

adventure system, you will be able to transform into Anne, George (a girlie), Julian, or Dick.

(unfortunately you cannot transform into Timmy the Dog) to solve the mystery of the Treasure Island.

The game features the best in text parsers and many graphical locations but unfortunately does not come complete with jam sandwiches, push bikes and lashings of ginger beer!

IT'S BOARDACIOUS MAN!

Blow me and well I never - what will they come up with next! Cheetah, the world's leading joystick maker has really surpassed itself this time with - wait for it - the AEROSKATE.

Aeroskate is a skateboard/tennis attachment that links in with your Old sko so you can control games with the nifty footwork you've been practising for years and now you can impress your old parents in the privacy of your own living room! It comes

in two packages, with, er without the Choco Skateboard. If you purchase the device without the Skateboard you can just use it with your own board. Just imagine the capabilities, you'll be able to jump, ollie and let your skill in balance, footwork and aggression take over. You'll have to avoid obstacles and kick to dodge missiles. A built in Hand Control lets you zap em back or jump out of their way.

So will I be able to play my normal games? With great difficulty, but Choco is currently working with Titus to design specific games for the Aeroskate, including Skateboard Sims, Ski Runs, Shoot 'Em Ups, Surfing and Driving Sim's and obviously other software houses will follow with their own.

It's bound to be a runaway success but what worries me is the extent of carpet burns and broken porcelains!

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THE DREAM TEAM



Enid Blyton

THE FAMOUS FIVE¹

FIVE ON A
TREASURE ISLAND



'ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT'

With the YO Computer Boffo 1991 quiz on its way, see how you fair with these three life questions:

1. Name the two characters from *Star & Grouchoes?*
2. How many levels in *Back to the Future 2?*
3. Name the real-life stars out of the films *Predator* & *Predator 2*.

Answers:
1. Jerry Lewis & Jeff Bridges
2. Twenty "C" shaped levels
3. Sigourney Weaver

INFO-FREAKO

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So who's the geeks that actually spout their blabber and expect you to believe it? Who's the blokes that you've seen more often than not likely to see down a pub in Milton Keynes? And what's those peculiar fellows who you once bumped into in Sainsbury's who had a trolley full of cans of coke and Twix party packs?

This month we asked them all what presenter of "The Word" they were most like, and why?



Rik Henderson - Ed.

"Definitely Terry Christian - the bloke who sits in his armchair and abuses the audience ('Shut yer faces, you rabbit!'), 'Eee, throw them a fish and they'll be happy!', etc."

Rik's certainly got the loud shirts and sarcasm, except the closest he's ever got to Manchester is getting stuck in the toilet in a service station in Newport Pagnell.



Jeffrey Davy - Contributing Editor

"I see myself as the voice that gives you all those useless factual questions just before an advertising break, and the answers after."

Jeff's favourite question is: which of these four people is really Jeff Davy? Post:

Apocalypse, Deon, Eugene, Purple Fathless, Jeff Davy.
AFTER THE BREAK

Answer: None of them! Ha! Ha! Ha!



Simon Dale - Staff Writer

"Amanda De Cadenet! She always gets the crappy tasks too!! Mind you, I wouldn't mind training with the candidates for Miss America!"

Simon couldn't possibly be Amanda De Cadenet, for a start, he's too useful, and also when wind blows in his ear it doesn't come whistling out the other side.

THE CREDIT CARD

The scores on the Credit Card are worked out by the four major categories (Books, Computer, Pic Flicks, Mail Lite) are all marked out of 10 (10 being the best).

Overall is a percentage (ie. out of 100%). And here's what the scores mean:

- 0-33% O Forget it! This game is so bad that it's only use is as a tennis' worth of dog shit.
- 34-50% O Pretty soft, really! This game would maybe be worth buying if you needed some fire fuel or something.
- 51-75% O Actually quite alright. Has the reviewer's stamp of less, but wouldn't suggest it's playable.
- 76-84% O A good game, but not a great, and worth buying if you've got the money to spare.
- 85-99% O Truly mega-game, and well worth a YO RUN-DAY accolade, if you don't get this game you must be brain dead.
- 100% O It's a good game, that the company has built just to play it. The sort of game that you load up when your pathetic 16-bit machine evening dreams pop round.

THE SYSTEM



C Commodore®

C64

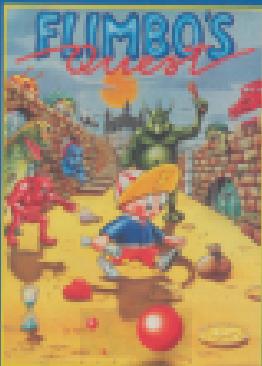
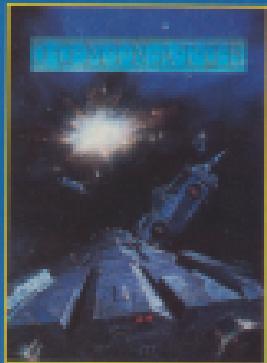
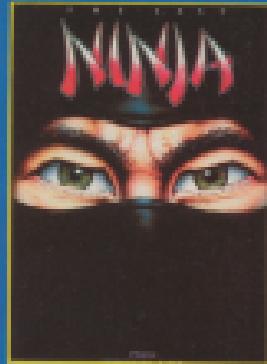
COLLECTION

The Six

ONLY £15.99 (Cassette)

After about 40 years of computer games, System 3 are now pleased to present this, our first compilation: THE SYSTEM 3 PREMIER COLLECTION. Forget about 40 product compilations, the official System 3 PREMIER COLLECTION has a smashing games. This "six-pack" is full to the brim with varied gameplay, enchanting graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the 90's from leading magazine such as "EzMag", "Commodore Format", "Your Commodore" and "Computer and Video Games".

LAST NINJA: Voted "game of the year" and "best 8-bit graphics", pure class - not to be missed.
LADY NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Lady Ninja" set new standards for C64 owners and laid the foundations for the 'greatest trilogy of games ever to reach the C64'.



LAST NINJA screen

Last NINJA screen

LAST NINJA screen

LADY NINJA screen

LADY NINJA screen

LAST NINJA screen

SYSTEM 3

MIDER

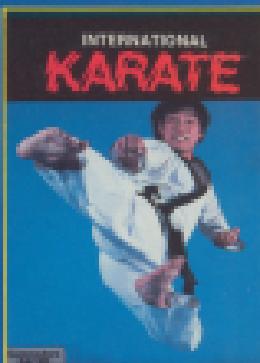
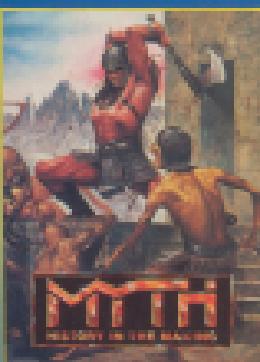
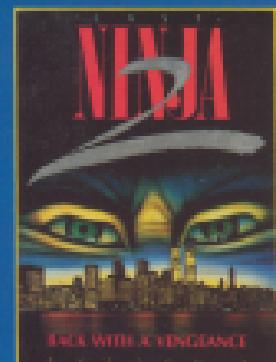
SECTION

Six Pack

Cassette). £19.99 (Disk).

Commodore®

C64



NINJA: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

ALIENOID DUSTERS: The top selling title on the C64 last summer. Flakka provides humour and mass appeal in both young and old in this "pick-up and play" side platform game.

DOMINATOR: Computer and Video Games said, "Whatever format... if you're a hardened shoot 'em up veteran, Dominator is a game to scrub the shelves for".

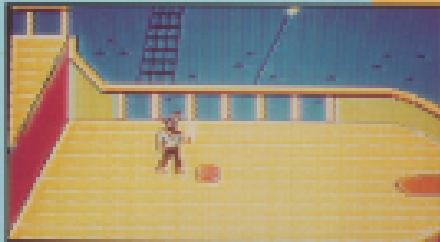
INT. KARATE: The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in our PREMIER PACK compilation. Take a trip into the System 3 experience.

The journey is magical, the result, real value for money.



THANGS TO COME

SKULL & CROSSBONES



ONE EYE: SKULL & CROSSBONES

REB 609 MATURE

If you're a pirate (the "on the open sea" kind, not the "I'll be two quid for a copy of Kick Off") the most raffing-off thing that could possibly happen to you, apart from being hung, drawn and quartered (THAT would really nail you off), would be to have all your ill-gotten gains nicked from the treasure island that you buried it on (it's your own fault though, maybe you shouldn't've placed a large red cross on top of the sand, with a sign that says "X marks the spot"). What's even worse than having all your loot pinched is that same Paul Daniels-alike has done the deed, and we all know how much pirates hate wizards (especially short-pillocks with scruffy wizard hats). So it's time to get your cutlass in your hand (it's a sword, it's a sword!) and slash your way to the lair of many strange things, where you should find your enormous stash of cash (and also a Debbie McGee lookalike who you'd not do too badly to ravage). And if you're a bit daftbacking off you could even get a friend to die hopelessly with you.

This is the background to Donkey's new action

adventure-style slash-and-slash soon to be released on the Tengen label. It's origins are rooted firmly in the local arcade (or kebab shop), but on the idea front the theme, if not the gameplay, is pretty trash (ie. not flogged to death, like those ninja things). The weird thing is that pirates are so appealing for action and adventure that it baffles me why there hasn't been an influx of games revolved around the profession (although I have little doubt that we'll see see thousands of games with Douglas Fairbanks Jr. in them).

Yo, ho, ho and a bottle of rum, me hearties!!! Rik Henderson pokes his eye out with a knitting needle, replaces his hand with a meat hook, straps a table leg to his knee, "ooh", "aahs", and sings the Bird's Eye Cod Fish Fingers theme....

Skull & Crossbones is a hack'n'slash game in the true sense of the phrase. You get the chance to play either One Eye or Red Dog (and if there are two players, both can be used at the same time) who must progress through 8 levels in order to finally meet, and kick the frag out of, the wizard with all your dooh. Along the way there's tonnes of meanness from all sorts of backgrounds (depending on which level you're on at the time), including the ninjas from the ninja level - no doubt added to the coin-op due to American and Japanese pressure,



ONE EYE MATURE

REB 609 MATURE

SPESH



Q (CONT'D) And they look suspiciously like Trump to me - and this an original quote and all that, at least they're not green.

and harpies from the Castle level which also has an end-of-screen means in the shape of Medusa (you **MUST** avoid her stare or you'll end up as stiff as John Major's party).

All the other levels have end-of-level battles too, and you'll need all kinds of strategies to be able to give them a good

SWEEPING

CREDIT CARD

Editor's Note: Cross-references

SUPPLIES Branch

PROGRAMMEN(S): Carlton Handley
Matthew Gledhill

PRICE: To be announced

Digitized by srujanika@gmail.com

either give you gold, food (for health restoration), or some form of dummy 'extra' weapon. If you do manage to get all the way through the game, and there's another player with you, you also get the added thrill of having to bash each other in order to see who gains the final victory.

So even though S&D is very much like many of the other beat-em-up arcade adventure games, there's an awful lot of new features that make the game THAT much more exciting, original and playable. The sprites are, although

typically comic-like, very large and well animated, and the backdrops are pretty spiffy (and very colourised). Occasionally there's an action sequence (like swinging across chasms in typical old-fashioned movie style, etc.) which will happen and this is really just for show, but good presentation never does any harm.

There's a lot involved in *Skull & Crossbones*, it looks as if it's going to be one of the better Tengen Conversions and you'll be able to catch a really funky review of it next issue.

THE ARCADE MACHINE

Skull & Crossbones wasn't the most popular of games mainly because the format was best suited for home computers. The graphics were very nice though and the depth was THAT much more extensive than the typical Double Dragon type.



really had was that it grabbed up more cash from your pocket than any place would hide in his chest, mainly due to the hard geometry.

**There are no stamps for the
Post Wizard.**



So Marty McFly finds himself in the Wild West. That's nothing, Rick Henderson has seen the times when Rome was ruled by Nero, Robert The Bruce was stuck in a cave with a spider, and Milton Keynes was a nice stretch of countryside (this is a lie, Milton Keynes has never been a nice stretch of countryside).



Cutter's bigger, badder at?

To be honest Michael J. Fox was a nobody before Back to the Future, having only appeared in some crappy American TV shows, so it's safe to say that the film made him. What it didn't make was a good game, and the sequel was equally soft, so now we come to thing very lucky.

Minosoft (under the Imageworks label) has played its trump card though in order to give Back to the Future 2 a better chance of being a cracking game. This trump is the acquisition of Probe (the Super Monaco GP, Chase HQ 2, Supercross, Golden Axe and thousands of others) to do the coding, and game design - a wise move in my opinion. And it seems as if it's worked as the game not only looks a hundred dollars, each copy could be sold for it as well.

It adopts the same idea as Back to the Future 2, in the fact that the overall product is split into separate levels of sub-games (four in all), but this is really where all similarity

ends. For a start all the games are more involved than any of those in it's prequel and the graphics and sound are better in almost god-like proportions.

Level 1

The adventure begins. Giana, the school teacher that Doc likes, is heading for a cliff in a nursery stagecoach and if you (as Doc) do not save her she'll end up deadlier than Northampton night club.

At the bottom of the screen is a little 'radio' type chart which shows how far you are from her coach, and how far she is from the cliff face. You have to catch up with her before she takes the drop and this is done in two ways. Firstly there's a horizontally scrolling section where you are on horseback racing along and trying to avoid all the obstacles coming at you and picking up her knock-knacks for more points. The second type of

BACK TO THE FUTURE 2

gameplay involved here is at certain points the view changes to lay down and the scrolling switches to vertically. Here you must avoid the Indians and Cavalry (you can shoot them but, not only is it not Doc-like, it won't get you many points), if you fall off land if you lose a life in any

Level 2

Now you get to play Marty McFly (or "Clint Eastwood" as he calls himself in the movie) in a completely different style of gameplay to the first level. Instead we are treated to something that most would link with Operation Wolf, although it's true origin comes from the fun fair and, more specifically, the shooting galleries that you'd always find there.

This is my favourite section as targets pop up from all over the place and you move a cursor over them to shoot. Every target hit adds to your score and you have a time limit in which to score 50,000,000 points. The whole level is full of humour and it's culminated in when you manage to hit all of the coloured ducks and the conveyor belt at the bottom starts to show prizes in a Generation Game fashion.



stage of the whole game) the clock from the new clock tower will tick one hour down and you have only four hours to spend, but you're allowed to be shot up to eight times before you lose one life. If you manage to rescue Giana it's onto the next level...

**CREDIT
CAGE**

| CREDIT CAGE | | • • • • • | • • • • • | • • • • • |
|-------------|-------------------|------------------|------------------|-------------------|
| • | • SCENE 1B | • absolutely | • • • • • | • • • • • |
| • | • last name | • Rollin' on the | • • • • • | • • • • • |
| • | • loves and | • presentation | • Four different | • the business |
| • | • emotional style | • very sick | • game video | • archaic |
| • | • targets | • robots | • with three or | • change and |
| • | | | • four people | • swap you back |
| • | | | • to the past | • to the future |
| • | | | • only initially | • ready to switch |
| • | | | • you again to a | • previous room |

REVIEW BY Imageworks.

PRICE: £19.99 tape, £11.99 Disc.

RELEASE DATE: Early April.

OVERALL

92%

It's about time (groan) that we got a decent Back to the Future game, and this one even makes up for what the others lacked.

THE FUTURE 3

**Level 3**

Apparently, when plans were at the preliminary stage, Amblin - the production company behind the movie - wanted Probe to include as many pie plates in the game as they could humanly fit in (even though the film only had one pie plate throwing scene, featuring only one pie plate). So we find ourselves with a whole pie throwing section, as Bluford and his gang are holed out in the Saloon and they have to be downed by

the plates.

The only prob is that they have guns and they shoot at you. Due to your initiative though, you've got an iron plate stuffed down your pants and this will take up to eight blasts before you get taken to that DeLorean car in the sky.

Level 4

And so the final level, and it's a bit harder than the rest (obviously). You're on the top of the train that's propelling the car back to the future, and you must

collect logs in order to get the train up to 60 MPH. Unfortunately though the train is already moving and you only have a brief time-limit to grab them all and jump into the car at the end before the engine flies off the derailed bridge and Marty McFly becomes Marty McFlummating. And there are loads of hazards on the way too.

Not only are all of the gomers whole cases in themselves (each one is better than an average

budget game), the graphics are exceptional, and the music (pathetic reminiscence of other films at times) is of an Amiga-like quality. Back to the Future 3 is a shonker of a time-travelling masterpiece and heaven knows we've waited long enough.



Level 3 - THE SHOOTING GALLERY



All sorts of strange figures pop up in the wild west (yehoh!). This one would probably be more at home in a firing range at Bisley than in the middle of a shooting range in a small western city, posse agoff!



It also features good old gunning practice! Well known for her cherry pie and gunning skills. Unfortunately we have to change the directions we have allow to have it whipping all over the place, so it might be better to just fire out of her misery!



C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

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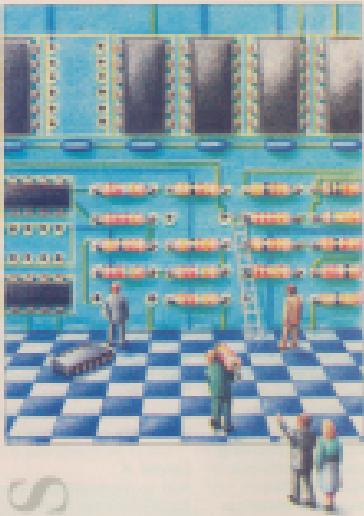
The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

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POST HOLOCAUST

The shooting season has opened on the Scottish Moors so Post Apocalypse has gone up there to check it all out. But he got bored with Grouse and now he's shooting everything - look out men in kilts! So his brother, Post Holocaust has taken over the letters page for an iish. But Post Apocalypse will be back, and you can write to him at: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

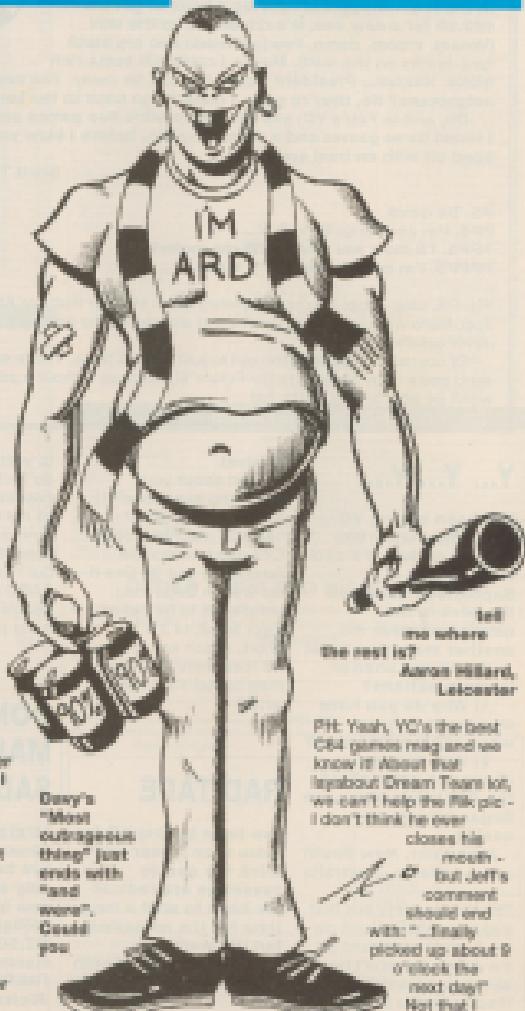
The Letters of the Month winner gets a copy of YC's fave game of the month, and every letter printed wins a Post Apocalypse badge.

Grr... It's a lovely day for KILLING things and I'm stuck in the frigging YC office answering your moanings and wingeings. So get on with it 'cos I'm getting an itchy trigger finger and there's a nasty wiff of sheep dip in the air...

WAD A LETTER

I used to buy 'another magazine' every month until I heard of this really cool mega magazine called YC. After a few months, I realised I was buying a real magazine for the Commodore 64 and not the Amiga, which is what 'the other one' mostly covers now. Now I know I'm not wasting my wad. One teeny prob. Last month I was reading the Dream Team feature (where there was another picture of Mik with his mouth open) and Jeffrey

Davy's "Most outrageous thing" just ends with "and more". Could you



Pft. Yeah, YC's the best C64 games mag and we know it. About that lapabout Cream Team lot, we can't help the like pic - I don't think he ever closes his mouth - but Jeff's comment should end with: "...Finally picked up about 9 o'clock the next day?" Not that I gave a damn.

tell me where the nest is?
Aaron Hillard,
Leicester

A & *C* but Jeff's comment should end with: "...Finally picked up about 9 o'clock the next day?" Not that I gave a damn.

LETTERS

LETTA OF THE MUNF

PSYCHO!

I'm going b****' mad. My Comico power pack blew up in my face. Aaagh. I'm going to throw the thing in the fire. I thought of robbing a bank to get the \$22.65 for a new one. It's driven me up the wall! Arrows, woom, dams, I've just made two big black tyre-marks on the wall. Maybe I could kill some rich bloke. Hmmm... President Bush? No, too far away. The next door neighbour? No, they're poor. I think I'll go back to the bank idea. Oh, and in Feb's YC, you said there were five games and one demo and I found three games and a demo. Captain, before I blow your **** ----- head off with an Iraqi supergun.



Scott Turley, N. Ireland

PS. Be quick.

PPPS. I'm counting: 5, 4, 3, 2...

PPPPS. I'll see you down with my motorbike!

PPPPPS. I'm in with the b****' Mafia...

PH: OK, stop, stop! You're completely mad. Madder than me AND my brother. Yup, there were only three games and a demo on the Feb tape. Are some people never satisfied?

Of course, we're much too evil to just leave it there. That's why I'm gonna send you a copy of Back to the Future III, because without a powerpack you won't be able to play it! Ha, ha!

Y... Y... Y....

I've been buying YC since the June 1990 issue. I reckon it's cool but I got the September issue and the bark in the magazine gave me another magazine tape!

Could you answer these questions?

1) Why do you have an arcade column when YC is a CGA mag?

2) Why did you choose to write about the CGA when there are Segas (which are cool)?

John Lohr, New South Wales, Australia

finished.

And about your snivelling questions? 1) As the saying goes: "Arcade machine today, CGA game tomorrow" (probably) and 2) Cos if we were a Sega mag, we'd have to be called 'Your Sega, or YS for short, which we couldn't do 'cos there's already a mag called YS. Logo or what?

RAD TAPE

I've been buying YC for more than a year and I think the game cassette are radical! We have to wait a long time for the magazine but it's worth it!

Tim Dossell, South Melbourne, Australia

PH: Sounds like you have

to wait as long for YC as I do for the pitifully small pay-TV queque I used to buy all my high-expensive Ammos. Yeah, the games cassettes are well radical, but I find they're not HARD enough to knock people out, you just make a big bruise. Pah!

DONER IT MAKE YOU SAD?

I'll start by saying "Doner Kebabs Rule". I've been buying your mag ever since your new image even though I pay AU\$24. (US\$20) and it's two months late... [STOP THERE!] PH]

Richard Fares, Sydney, Australia

PH: Stop RIGHT there. There's a pattern emerging here. Is it my imagination or is there a trigger? On invasion going on? Let's try the next letter...

SAW POINT

Fair go. Your mag arrived on our Newsagents' shelves a week ago. I'm sending this straight back and you'd better have a copy for me 'cos me mate's on his way over.

He's only got one arm as he just took the light chainsaw. And it takes TWO Poms (Does he mean us? PH) to fit an Aussie light chainsaw!

Harold Eggleston,
Victoria, Australia

PH: It IS an Oz invasion. I know I could smell sheep-dip. And this guy's the madddest of them all. I'm pleased if I know what he's on about and I'm a bit blarney worried about the one-armed Aussie chainsaw murderer. Like my limbs as they are, thankyouverymuch.

GO-CART

I have two questions to ask you:

1) Can you use the CGA GS games on the Compaq 84?

2) When is Pest Apocalypsis going to kill the blooms' baby?

Gerry Potter,
Thamefield

PH: 1) What's that whacking great hole on the back of your CGA for, d'ya think? 2) I think my brother ought to be more worried about what the baby's gonna do to HIM.

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Приложение
Концепция

57

ON THE TAPE

'Ello son, what have I got for you? A luuver games tape with 4 complete games, all original (on tape! on tape!). Now what am I asking? One pony? Two monkeys? 3 Giraffes? Nope, it's absolutely free!!! He'ya, you break my heart!

THE CONTENTS

- Side A:** Neagox,
Gomoku
- Side B:** Cobalt,
Blackjack



NEAGOX

Programmer: Brian Stiles
Type: Complete game -
Arcade Action
Controller: Joystick in port II

THE NEAGOX PLOT

In the year 2020, the earth has become so polluted that most people are dying of different, strange diseases. Every time a new child is born it's mutated. Therefore the earth's government decided that the earth's population had to move to some other planet if mankind would survive. Three years later, in the year 2023, the first planet was colonised. From then on mankind colonised more than 11 planets in 30 years.

Your planet NEAGOX was

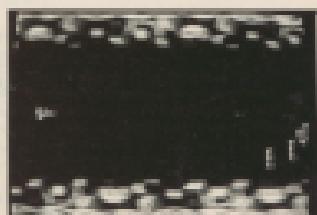
colonised as planet number 11 in the year 2024. Some 40 years later an alien has arrived on earth ... It was the Zyonians. They came in peace and people had belief in them. But then one day the Zyonians showed their real intentions and took over the world. After which the Zyonians had controlled the world government - no longer allowing people to live a decent life with their strict rule.

The Government of the colonised planets eventually joined forces and made a definitive pact which involved a group of special fighter pilots. This group was called THERAPORTER (T3) and the headquarters were situated on NEAGOX. A couple of years after this pact was made, the Zyonians began to attack the colonised planets. These newly trained THERAPORTER fighter pilots were sent to destroy the Zyonians but they were destroyed one by one. Now, this is where you take control.

You are the last of the fighter pilots and you have to win the final battle on your planet NEAGOX. Do you know to what it takes to be the human race from advancement of the Zyonians???

CONTROL IN YOUR HANDS

If you manage to get your name on the hi-score table

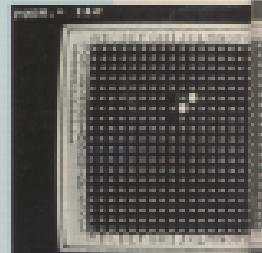


joystick up and down flips through the alphabet left and right moves your cursor from side to side on the line. Fire stops the writing.

In game mode spacebar will put you in pause mode. F1/F2/F3/F4 will put you in pause mode. Fire will resume play. A space craft is earned at the end of every level.

Enjoy the game...

| | |
|-------------|--|
| F1/F2/F3/F4 | the selected square. |
| Shift-R | Select piece colour. |
| Shift-X | Restart new game. |
| Shift-Q | Exchange player colour (White <-> Black). |
| Shift-A | Make the computer take your turn. |
| Shift-C | Automatic computer play against itself, hit SPACEBAR to end. |
| Shift-M | Clear pieces at cursor position. |
| Shift-B | Place a white piece at cursor position. |
| Shift-G | Place a black piece at cursor position. |
| Shift-T | Save board to menu. |
| Shift-L | Load board from menu. |
| 1 | 2 human players. |
| 1 | 1 human player vs computer (normal). |



GAME-PLAY THEORY

Draw a line of five stones. If you get a row of four that is unbroken at each end you have effectively won the game, unless your opponent can win immediately by making a row of five. This is because whatever end your opponent blocks, you can simply move to the other end and win. By similar reasoning, 2 open-ended rows of three pieces usually poses a winning threat.

THE COMMANDS ARE AS FOLLOWS

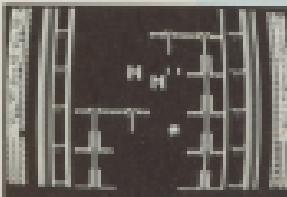
Cursor-keys - Select a square.
Return - Make a move at

because your opponent cannot stop you realising an open-ended row of four out of one of those rows of three. Now, after various analysis, players of traditional Go-Moku found that unwise moves first should be able to force a win early in the game. By making a double threat of two pieces. For this reason, the Japanese have invented a variation of the game called Flexgo. In this game the first player to move (White) is restricted in that he cannot make moves that form certain combinations of multiple threats of three or more pieces, and the board itself is limited to 15 by 15 squares. Many a certain amount of reflection on this game has led me to believe that it is really a bit of a hooch. For a start, you keep restrictions which apply to only one player, which is itself unnatural. Further, the restriction of simply depriving a side of its strongest moves surely must put that side into an enforced passive role. What I feel more realistic was a natural extension that doesn't interfere with the game's basic concept: I have tried to achieve this by changing the board itself, and making certain squares (illegal), i.e. neither side can play on them. If you run the game and select 111 for the hard version you will be able to see this pattern I have selected to use.

Essentially I have placed illegal squares at the intersection of every fourth column and row, resulting from the 2nd row to the top. What I hope this achieves is a 'breaking up' of the boards continually, making it impossible (?) for the white player to force a win every time. This pattern also has the effect of making some squares stronger than others, and I have put suitable weights into the computer's game-play. However I will leave the fun of discovering the relative strength and weaknesses of those areas for yourself!

COBALL

Programmers: R. Aldridge and H. Curwen
Type: Complete game -
Arcade Action
Controls: Joystick in either
port



"Another pint, please Jim?"

Alan Milthorpe forces his hourly visit to his local pub, 'The Hagg Head'. Today seems just like any other to Alan, as he asks Jim the Barman for another pint, "...and another packet of peanuts perhaps?"

But little did he know,

On opening the peanuts, Alan finds out in surprise as he has cracked into a fourth dimensional parallel universe.

Pic-a-second later, Alan awoke in rather unfamiliar surroundings. After a short review of the area, he realised he was, surprise-surprise, in the Starship Coball. A voice rang out in the previously silent environment. "Hi, I'm your friendly onboard computer. Meet those aliens, get lots of points."

And so began the voyages of Alan the Space Ace, Commander of the Starship 'Coball', ready for anything, anytime, anywhere.

BLACKJACK

Programmer: M. Sykes
Type: Complete game -
Strategy - Drag-and-Drop
Control: Keyboard

It's Friday night, and you've had a hard week at work. Your partner has made up a reservation of sandwiches. The fridge is full of amber nectar. The table is laid out and you

are busy shuffling the cards. At this moment someone familiar to you, intent by an entertaining evening of card playing with a difference. You may well lose at this version of 'Blackjack' but you can rest assured that you won't lose your shirt, car, home or any living who, except perhaps your pride.

In case you are unfamiliar with the rules for Blackjack, I will briefly outline the idea behind the game. Each player is dealt two cards. The idea being to make a score of 21 or as near as possible. Aces count as 1 or 11 depending upon the circumstances.

After the cards have been dealt no-one will have a score of more than the required 21. Each player takes his turn to decide whether or not he wishes to carry on increasing his score value, or to stick with what they have. After all players have had their turn the dealer then reveals his cards. He may deal himself more cards just as the other players with one exception. The dealer MUST deal another card to him if his initial score is 10 or less. This gives the players slightly better odds of winning the hand. When the dealer completes his turn, the player whose cards add up to more than the dealer's wins. Unless the dealer himself has been dealt 21.

In this computerised

version I have stripped out a lot of the finer points of the game. Playing extra cards, paying out repeats cards, extra odds for a royal combination etc. The following is the breakdown of the rules for this version.

The bank must draw extra cards on a score of 16 or less. The players may do any score if they desire.

Blackjack is the best hand and comprises of a score of 21 with 2 cards only.

To place a bet you use the keys 1-6. Key 1 will place a bet of \$2, 2 places a bet of \$10, etc. Up to 6 which will bet \$60. Key C will place a bet of \$600 (thus being the maximum you can bet on any hand).

If you wish to be dealt another card press 'C'.

If you want to stay (stick) press 'M'.

Cards of the same value may be split once, except for 6, 8 or 10. If scores are split you receive only one card. Press 'W'.

If you score Blackjack and the bank has an ace you can take even money by pressing 'E'.

This article is for the player with this much cash when the bank has no money left.

Cards are drawn randomly from 4 decks and reshuffled after 2 decks have been dealt.

TAPE PROBS!!!

If you ever-as-stand, and accidentally buy, VHS tape immediately refuses to load it could be one of three things:

a) The tape could be faulty;

b) Your datastore could be faulty;

c) The slot type used on it and where you put it in your datastore not only does a terrible stretch come out, but a strange 'Slopp Slopp Slopp' noise can be heard.

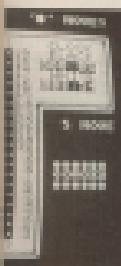
If it's 'a' or 'b' you should get a new tape (that's all). If your answer's 'c' you should get a new datastore. If it's 'd' you

should get yourself a new cat!

If you're absolutely 100% sure that it is the tape at fault, pop it in a jiffy bag, with an explanation of the problem, and send it to:

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Software Review by Alan Milthorpe

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Wiggle It (Just a Little Bit!!!)

Rik Henderson grabs his joystick and steadfastly refuses to laugh, snigger or even "ooh" at any innuendos that may or may not appear in his wonderful, fantabulous joystick round-up. Needless to say that when we mentioned the word "shaft" we found out that he lied!!!

THE SCORING SYSTEM

A couple of months ago Beverly received a press release from Borelli with a quote from the guy/ner of the firm stating "We see Logitec 3 as the BMW of the joystick world...", so we've decided to rate the joysticks on a similar parallel.

ENGINE - This is how well the joystick is made inside [ie. does it have microswitches or what?]

BODYWORK - This is how sturdy the joystick is, and how much torture the exterior can take.

STEERING - This is how accurate are the directions.

MILEAGE - This is how long will the joystick last before coming out.

TOP SPEED - This is the overall rating for the game!!

All of the above ratings are given in MPH. The first four are marked out of 50 miles per hour, and then this is added up to give a Top Speed.

After this we give you a comparison on what motor the joystick is most like.

KONIX SPEEDKING

ENGINE - The microswitches give a reassuring 'click' every time you point the shaft in a direction and it makes you feel as if the action is very much controlled by yourself. **48 MPH**

BODYWORK - Although

the tool is very plastic-y, and the shaft is absolutely bony, it fits very snugly in your hand and the button is conveniently placed for extremely fast action. Left handed players should beware, as the main-stream version is definitely designed for the right handed majority. **24 MPH**

STEERING - Excellent at hitting those diagonals

The games that we tested the mean machines on were Continental Circus - Virgin Mastertronic, and Super Cars - Namco, in order to get a good all-over road test.

KONIX SPEEDKING



first time, and the other directions are slid into with ease. **47 MPH**

MILEAGE - Although the outer parts look quite shoddy, the only part of the joystick that'll wear with age is the presentation. **43 MPH**

TOP SPEED - A very stick joystick that is favoured by most of the YC staff (I've had mine for 3 years). It was superb at both types of game we tested it on. **50 MPH**

THE SHOWROOM

JOYSTICK: Konix Speedking
SUPPLIER: Konix Computer Products Ltd.
PRICE: £10.99

OPTIONAL EXTRAS:

Autoline (£11.00)

GUARANTEE: 12 Months
COMPARISON: Porsche 911 Turbo

CONVERTA

ENGINE - This is a micro-hat joystick (meaning it uses metal contacts for directional play rather than switches) and as such has smaller, but occasionally inaccurate, workings. **18 MPH**

BODYWORK - Oh dear!! The whole stick is based on the idea that it can either fit in your hand or stick to the table - it fails to do either. **10 MPH**



CONVERTA

FEATURE

STEERING - This is a bit like eating a bowl of soup. There is no physical indication of diagonals, and I'm afraid that its directional play is about as effective as flat tyres. 12 MPH

MILEAGE - If this thing doesn't last for more than a week of hard gameplay I'd be very surprised. 8 MPH

TOP SPEED - What a crap joystick - I don't know what else to say!! 42 MPH

THE SHOWROOM

JOYSTICK: Converts

SUPPLIER: Knucklin

PRICE: £9.99

OPTIONAL EXTRAS: N/A

GUARANTEE: 12 Months

COMPARISON: A clapped-out Reliant Robin (at best)

shaft at the top. Also, unlike its little brother, you can use it in either hand.

48 MPH

STEERING - Easy to lock into those diagonals, and it's nice to see that the normal directional play doesn't suffer because of this. Also the main stick needsn't travel very far to reach its stop, making it a lot tighter than most joysticks. 48 MPH

MILEAGE - At last a plastic joystick that feels as if it's been built to last. Everything about it feels sturdy. 47 MPH

TOP SPEED - This is truly the joystick by which to judge all others. And above everything else it even has a smart auto-fire (if the auto-fire's on, you have to press down the main fire button for it to work, allowing you to avoid things you don't particularly want to shoot). 160 MPH



PYTHON 1

THE SHOWROOM

JOYSTICK: Python 1

SUPPLIER: Bondwell

PRICE: £9.99

OPTIONAL

EXTRAS: N/A

GUARANTEE: 12 Months

COMPARISON: Mercedes-Benz

APACHE 1

ENGINE - Exactly the same inside. It's brother (the Python 1) and visually the same. 35 MPH

BODYWORK - Not as appealing as most of the Quickshot range, and feels more plasticky. 35 MPH

STEERING - One thing you can't knock any of the new range of Quickshots. It is their presentation. It feels so good in your hands that you honestly don't want to let go. 48 MPH

MILEAGE - Like all the Quickshots there is no real indication of whether you've placed in a direction or not, but it all seems very responsive to me. 42 MPH

TOP SPEED - This is hard to say. I've known some people who've had Quickshots for years, but others who've had to continually replace them. It really depends on what type of games you play, and whether you're an aggressive person or not. 20 MPH

42 MPH

STEERING - I really don't like joysticks without

microswitches, and although this Quickshot seems to work well enough I just can't get to grips with the almost spongey mechanics. 35 MPH

BODYWORK - One thing you can't knock any of the new range of Quickshots. It is their presentation. It feels so good in your hands that you honestly don't want to let go. 48 MPH

STEERING - Like all the Quickshots there is no real indication of whether you've placed in a direction or not, but it all seems very responsive to me. 42 MPH

MILEAGE - This is hard to say. I've known some

people who've had Quickshots for years, but others who've had to continually replace them. It really depends on what type of games you play, and whether you're an aggressive person or not. 20 MPH

TOP SPEED - A gorgeous looking joystick with the ancient Quickshot mechanism inside. If you like to be comfortable when playing this is the joy for you. 160 MPH

KONIX NAVIGATOR

ENGINE - Everything runs very smoothly in this high-class version of the Konix Speedstick. The microswitches are very

THE SHOWROOM

JOYSTICK: Konix

Navigator

SUPPLIER: Konix

PRICE: £14.99

OPTIONAL EXTRAS: N/A

GUARANTEE: 12 Months

COMPARISON: Ferrari Testarossa



KONIX NAVIGATOR

smooth but still very responsive. 47 MPH

BODYWORK - A very slick design that fits snugly in your hand with a little

STEERING - I really don't like joysticks without



APACHE 1

THE SHOWROOM

JOYSTICK: Apache 1
SUPPLIER: Bondwell
PRICE: £6.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Triumph Sprint

FLIGHTGRIP 1

ENGINE: Works very well due to the exterior being a joystick in preference to a joystick. One only wonders how it fits in? 4T MPH

BODYFORM: Easily the funkiest looking set of the lot of them. If you don't want to use it as a joystick you could always play Batman and Robin with it whilst zooming it through the air. 5G MPH

STEERING: Immaculate, as long as you get the hang of using the directional pad instead of a stick. 5G MPH

BRAKEAGE: Again it's made from a light plastic, but it seems very sturdy, and is not the sort of thing that you'll play Track and Field with anyway. 4G MPH

TOP SPEED: Although weird initially this strange beastie gives you the ultimate control over any game (apart from wargames). It performed very well on the two games we tested it on. - 169 MPH

THE SHOWROOM

JOYSTICK: Flightgrip 1
SUPPLIER: Bondwell
PRICE: £6.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Lotus Esprit Turbo

FLIGHTGRIP 1

**MAVERICK 1**

ENGINE: A very firm stick with very good directional feel, and the options for other computers are welcome for those of us with consoles too. 4G MPH

BODYFORM: Exceptional! It wouldn't look out of place in the local arcade and helps you to feel like your really there. 5G MPH

STEERING: Fairly good 5G MPH

MAVERICK 1



large for you to come to grips with at the most urgent of times. 5G MPH

BRAKEAGE: A hard one this! It's a different plastic to the rest but it seems far more chunky and built to last. 4G MPH

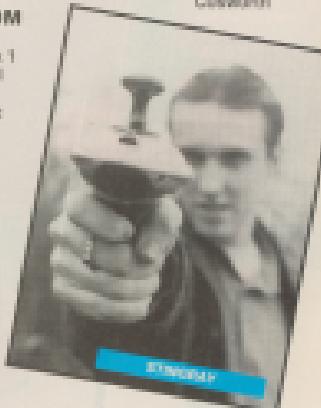
TOP SPEED: Although it has the worst placed fire buttons in the history of joysticks, the one at the front is by far enough for most users.

174 MPH

THE SHOWROOM

JOYSTICK: Stingray
SUPPLIER: Logic 3
PRICE: £14.99
OPTIONAL EXTRAS: None
GUARANTEE: 12 Months
COMPARISON: Ford Cosworth

Stingray

**THE SHOWROOM**

JOYSTICK: Maverick 1
SUPPLIER: Bondwell
PRICE: £14.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Porsche 929 Turbo

STINGRAY

ENGINE: Seems to work perfectly, with responsive microswitches and everything. 4G MPH

BODYFORM: Another very weird looking joy in the Navigator model. Couldn't fail to stand out as it's a bright blue and shiny plastic. 4G MPH

STEERING: The stick part is a bit clumsy and

And that's it for now! Top dog this month was Bondwell's Maverick 1, and next ish we've got loads more joys to test...



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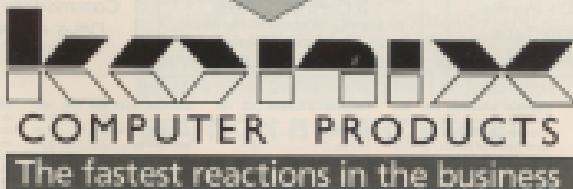
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SECTION A (PERSONAL)

1 Are you?

Male
Female

2 How old are you?

Under 8
8-10
11-13
14-16
17-19
20-22
23-25
Over 25

3 Current state of employment:

At School
At College/University
Working Full-Time
Working Part-Time
Unemployed

3 If you are working, what is your occupation?

Office worker
Salesperson
Retail worker
Waiter/Waitress
Cook
Janitor
Driver
Other (Please specify):
£0 or less
£0-£10
£11-£30
£31-£100
£101-£200
£201+

It's that time of year again where not only do we offer you the chance to win some fantabulous prizes, but you get a say in what you want in the mag that you buy!

Up for grabs is £100 worth of the latest games, and five runners-up will win one of the hottest games at the time.

What do you have to do to get your hands on such goodies? Easy peasy, pudding and pie!

Just fill in this form (or a photocopy) and post it to the great Survey man in the sky at his funky address: YC SURVEY, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF. Surveys must arrive before the 1st June 1991.

SECTION B (HARDWARE)

1 Do you own any other home computers apart from the C64/C128?

Spectrum
Amstrad CPC
Alan ST
Amiga
PC Compatible
Other (Please specify):

Sega Mega Drive

Nintendo E3

Nintendo Game Boy

Atari Lynx

Atari VCS

PC Engine

PC Engine Super Grafx

Other (Please specify):

2 Do you plan to buy a new home computer in the next 12 months?

Yes No

4 Do you plan to buy a console in the next 12 months?

Yes No

2 If yes, which one?

Spectrum
Amstrad CPC
Alan ST
Amiga
PC Compatible
Other (Please specify):

4 If yes, which one?

C64GS
Amstrad GX4000
Sega Master System
Sega Mega Drive
Nintendo E3
Nintendo Game Boy
Atari Lynx
Atari VCS
PC Engine
PC Engine Super Graftx
Other (Please specify):

3 Do you own a console?

Yes No

5 Do you own a disk drive?

Yes No

3 If yes, which one?

CG4035
Amstrad GX4000
Sega Master System

SURVEY

6 Do you own a monitor?

Yes No

7 Do you own a C64 or C128?

C64
C128
Neither

SECTION C (SOFTWARE)

1 How much cash do you spend on games in an average month?

Less than £10
£11-£25
£26-£50
£51+

2 How much cash do you expect to spend on games (per month) over the next year?

Less than £10
£11-£25
£26-£50
£51+

3 When buying a game do you pay most attention to:

Price
VIC Reviews
Other Magazine Reviews
Advertisements
Packaging
Game's Name

4 What type of games do you play?

Shoot-em-ups
Arcade Conversions
Sports Simulations
Strategy/War Games
Flight Sims
Adventures
Other (Please specify):

5 When playing a game, what are you most interested in?

Funny Graphics
Serious Stories
Great Gameplay
Arresting Addictiveness

Number of Levels
High Scores

6 What are the three funkiest C64 games you've ever played?
1. _____
2. _____
3. _____

7 Where do you usually buy your software?

Specialist Computer Store
Christians
(WH Smith, Boots, etc.)
Mail Order
Computer Shows

8 Which computer shows do you attend/plan to attend?

The Computer Entertainment Show
The Computer Shopper Show
The Commodore Show
All Formats Computer Fair
Other (Please specify):

SECTION D (MAGAZINES)

1 Do you bother to read any other computer mags?

Commodore Disk User
Commodore Format
Zzap
Aces
C64G
Now Computer Express
Other (Please specify):

2 Do you read any other non-computer related mag? If so, which ones?

3 Do you think that VIC should cover more or less of the following items, or have we got it just right? More Less
Data
Konsole Krazy
Scum Of The Earth
Misadventures
Post Apocalypse
Budgie Column
Things To Come
Neon Zone
On The Tape
Tech Tips
Wiggle It
VIC Goody Bag

4 How do you rate the following? 1 2 3 4 5
Reviews
Features
Competitors
Posters
Cassette
Cover
Comic

5 Do you have any probs getting hold of this organ?

Yes No

5a Do you have a subscription?

Yes No

6 Why do you buy VIC?

Magazine Only
Cassette Only
Both

7 What would you like to see on future cassettes?

More Wicked Games
Playable Demos
Graphic/Musical Demos

8 Is there any way in which you would improve VIC?

Yes No

8a If yes, how? _____

My name is (BLOCK CAPS)
My address is
Postcode

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COSMIC COMIC 1

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WITH APRIL 1991 YC



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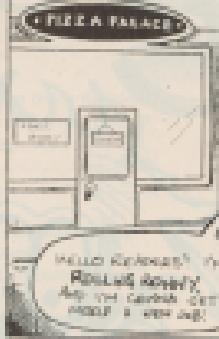
- 30 ROLLING RONNY
- 32 FLAME ON
- 38 FLAMEHEAD IN "SKULL & CROSSBONES"

ROLLING RONNY

THE ERRAND BOY

BY RIK HENDERSON
(WORDZ & LETTERZ) AND
ALAN LATHWELL (ART!!!)

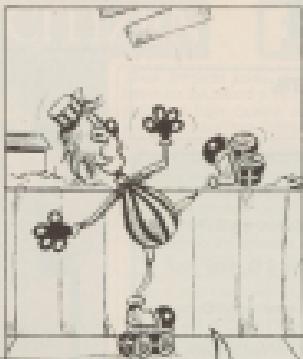
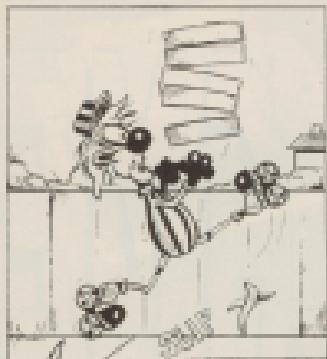
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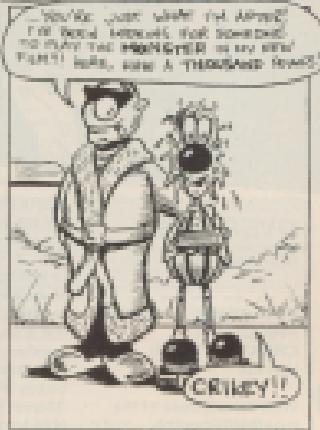
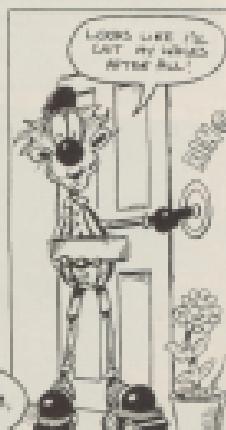
ROLLING RONNY! THE
ROLLING RONNY!
ARE YOU GOING OUT
TODAY? I WISH YOU WERE!



WATCH OUT FOR ROLLING RONNY THE COMPUTER GAME APPEA



AAAAAA AAAA AARRRRR RRRRRR GG GGGHH!!



SEE PAGES 10-11 FOR THE LATEST SOFTWARE REVIEWS AND FEATURES



COMICS

Comics reviews with Rik Henderson...

RATINGS

- NO STARS - Crap!! Err, what do you want me to say?
★ - Not really very good, could use it to wipe your bottom with!
★★ - Okay for a rainy day, or a picnic in Milton Keynes.
★★★ - Well worth the read, but collectors will definitely not be bagging it up!
★★★★ - A cracker of a read, well worth the third mortgage to be able to buy it.
★★★★★ - So good that the pages invite you to come in, have a cup of tea and a rather large score, and play a game of Pictionary.



OVER THE EDGE #1

PUBLISHER: Picturesque
PRICE: £1.70
CREATIVE TEAM:
Various

With the success of the monthly/bimonthly anthology mega mag (such as

'Nuts with big bollocks' unless you dig under the masses of piles of comics with '21' in their titles. This is a shame, and should be something that'll be rectified shortly, thanks to the attitudes of the smaller distributors. Even still, I had to barge past boxes of '2000AD's' and 'Marvel Presents' to be able to grab a copy of what could be the

FLAME

showpiece for a plethora of artists that tomorrow will be the industry's hottest talent.

In this issue get the chance to savour the delights of Byzantium - a dark future tale of the dangers of technology - by Darren Ewing (an artist I've been in contact with a few times in my steady panel) and Terry Stock as the writer, George & The Dragon - a comedy, star-hopping story - by Paul H. Birch, Joe Hall and Joe Albers, with the other highlight being Geth McGrath's The Telepath - which is a sordid short tale about the curse of telepathy - by David Madrell, Gary Portman and John Robbins. The other regular strips will need a few more episodes to establish themselves, as they seem to rely heavily on action, and tend not to dwell on plot.

'Over The Edge' will need to liven up its presentation a tad, and perhaps include a couple of strips that break from the Science Fiction/Fantasy mould, but we've been guaranteed that in the Editorial.

RATING: ★★★★

THE A1 TRUE LIFE BIKINI CONFIDENTIAL

PUBLISHER: Atomika Press
PRICE: £3.95
CREATIVE TEAM:
Various

A1 is by far the most impressive anthology title to day (and by far one of the cleaned test), and although that's a fair bit late, we've been treated once again to strips with more talent than 'Uncle Bob's Butlin's Bognor Regis cheeky talent show and dog mastery competition'.

The contents are a bit on the saucy side so for all those under the age of 16 it's best if you ask your mom if you can have it first (otherwise you'll only have to hide it under your mattress - and we all know what a drag that is), and anyway, some of the strips are a little complex in plot anyway (we've not taking 'muddy turtles' here).

Inside is a hotch-potch of strips (some that offer more than one meaning for that word), and they're



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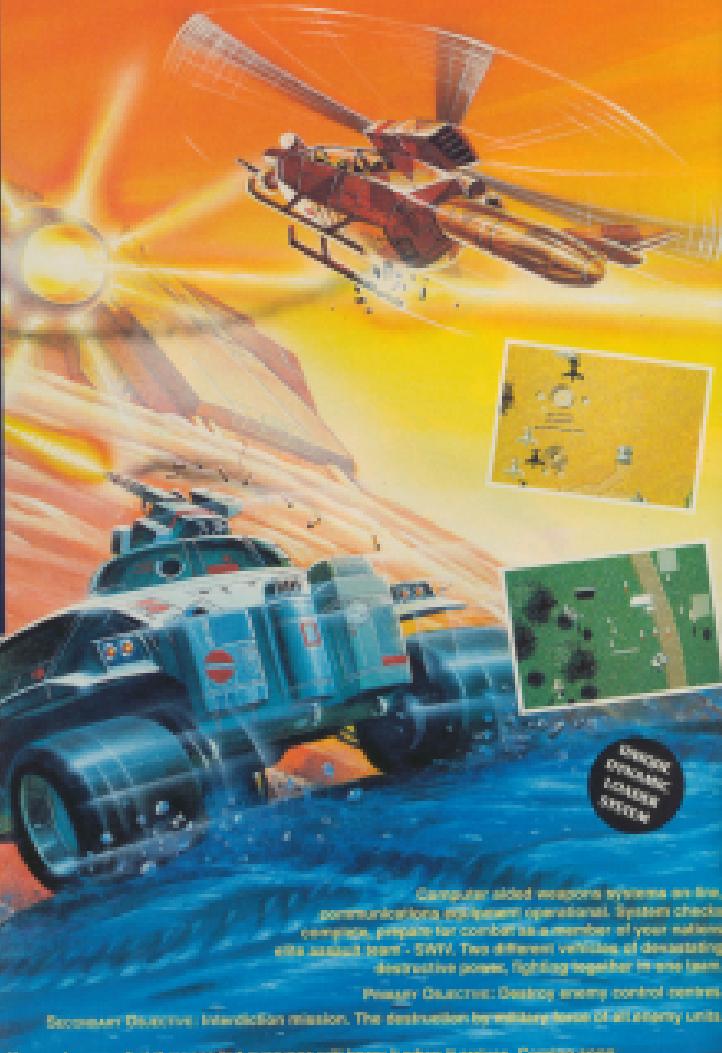


From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.

STORM
SWIV

S
W
I
V

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Secondary Objective: Invasion mission. The destruction by military force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90

"Superbative Shoot 'Em Up Game." Zzap November '90

Responsible Adults only from the Amiga version.

SHORTS

PREDATOR 2 #1 (of 2)

PUBLISHER: Dark Horse

PRICE: \$2.50 U.S.

CREATIVE TEAM: Frank Henkel, Dan Berry,
Randy Emberlin



off of a quality that is normally associated with such creatures. Although there is the occasional low point (see the flagrant attempt at getting as many famous names in the issue as possible), with the inclusion of a Betty Page gallery - a collection of fake front-

covers featuring the same "Cult-Queen").

Although you are asked to pay a great wad for such quality, it really is such quality. Buy it or be condemned to train-spelling for the rest of your life!

RATING: + + + + +



Los Angeles is so hot that the tarmac is melting, and to make things worse there's a drug war going on. To make things even more bad a new Predator has arrived on Earth, and his hunting ground is the city. Lieutenant Marigan is the man who is solely out to set the drug barons, and he finds more than he bargained for.

This comic is the first part of the official movie adaptation, and although it's very well done, like all movie adaptations, it's really only worth buying if you're not likely to see the film, but you'd like to know what happens anyway. If you are going to see the film, you'll be a dumb prickler if you wanted to read the story before hand (unless you like telling everybody else in the cinema exactly what happens before the end of the movie, and therefore having extremely large popcorn cartons rammed up your bottom).

RATING: + +

THE COLOUR OF MAGIC #1 (of 4)

PUBLISHER: Innovation

PRICE: \$2.50 U.S.

CREATIVE TEAM: Scott Rockwell, Steve Ross,
Derrick Green & +

Another that's read Terry Pratchett's wonderful fantasy comedy novel "The Colour of Magic" will be thrilled that it's finally reached the pages of a comic. It's a tale of exploration and humour that even Douglas Adams would be proud of, and although the book has far more depth to it, this adaptation is quite superb.

The colour of the artwork is splendidly done, and the only quibble would be that the art itself lends far more to Conan the Barbarian than any humour strip. The story was always a good one for this medium, Innovation has made it a great one.

RATING: + + + + +



THIS STORY TAKES PLACE AFTER THE "WORDZ" THAT WANTS TO BE CONSIDERED VERY SOON!! - RIK (AGAIN)

FLAME HEAD IN COMPUTER LAND!!!

PART ONE - BILL & CROSBYNE

SPONSORED BY DODGE

AFTER FEELING STUCK,
BILL PLANNED
WHAT TO DO TO
HIS FILM TEAM!

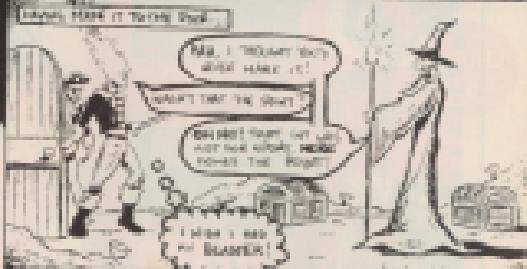
IN THE
END,
HE
WANTED
TO
LEAVE

WHAT HE REACHED
WHEN HIS FRIENDS
WERE NOT THERE?

DODGE...

WE SENT YOU
TOO MUCH TIME!!!





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fun school



**Under
5s**

3

Count up to nine to help really get the hangy.

Bb

Find the large letters at the alphabet fair.



5 to 7s

Tell the time and watch the clock hands move!

Count the things from the dog to another dog.



**Over
7s**

My name is... Write about all the things you like about your name.

Correct spelling, grammar and punctuation mistakes.

Follow the directions to find the buried treasure.

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00ZIN' EUGENE'S SCUM OF THE EARTH

Oozin' Eugene takes us on a one way trip to Dosherooniesville, and all qualified tipers should change here for Spondoolie Town. Other poor souls will have to make do with staying at the crap gammer's B&B.

I s this rad or what? 5 pages of mega-stomping tips for your mouths to water over, or my name's not Jeremy Beadle - hang on a sec, my name's NOT Jeremy Beadle, oh sod it!

TEENAGE MUTANT HERO TURTLES

Here's a load of absolutely spiffy hints and tips for Chrimbo's top seller. Unfortunately whoever sent them in forgot to include his/her name and address, so we'll presume that they were sent from the fifth turtle, Gino Gimelli.

End of level Baddies

Bebop - It is best to stand on the ledge by Rocksteady and make sure he's not hitting you. Then crouch down, use Donatello, and keep firing. Eventually Bebop will jump into your staff 8 times and kill himself.

Rocksteady - Watch out where he jumps and jump up behind him. Hit him 8 times with Donatello to kill him. Do not jump too close or he will keep hitting you.

Messaturtle - Again, work out where he jumps and stand next to where he's going to land. Keep hitting him 8 times with Donatello or 16 times with any other turtle.

Skeledder - Jump to the highest platform and crouch down with Donatello. Keep firing and he will jump into your staff and kill himself. Be careful though, he'll jump to the height of the platform and fire every so often, you'll have to jump over the bulletts.

How to kill the baddies

| Baddy | Hits with any Turtle | Hits with Donatello |
|----------------------------|----------------------|----------------------|
| Balcony | 1 | 1 |
| Mousers | 1 | 1 |
| Rats | 1 | 1 |
| Stick-em-ups | 1 | 1 |
| Spiders | 1 | 1 |
| Foot Soldiers | 2 | 1 |
| Fire Freak | 4 or 5 | 2 or 3 |
| Hover Car | 4 or 5 | 2 or 3 |
| Boombang Thewers | 4 or 5 | 2 or 3 |
| Chainsaw Men | 5 | 3 |
| Men that turn into Turtles | 5 | 3 |
| Men that turn into Flies | 2 for Man, 3 for Fly | 1 for Man, 1 for Fly |
| Frogs | 0 | 2 |
| Distraxxx | 10 | 5 |



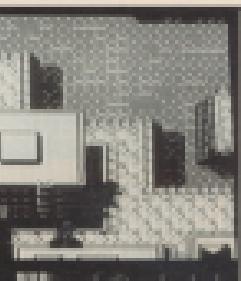
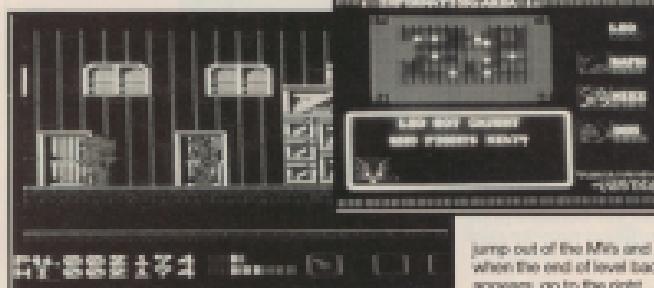
Other Tips

When you are in the water, work out where the bombs are and the patterns of the Electric Shockers to make life easier.

Save Donatello for the hard bits and end of level baddies, and use Raphael any other time 'cause his

weapons has the shortest reach.

Try to collect as many goodies, like Ninja Stars and Boomerangs, as possible because they help on end of level baddies and Mr Invincibility helps even though it doesn't last very long.



Ninjas coming up from behind.

Level 4

Dynamite on this level. Just keep going onwards and kill everything you see. You'll lose loads of lives, but what the hell!

On the final drop, switch to sword and move fast. When you get to the end of level baddies stay with the sword and when you get the chance, jump on top of them and dig the sword in.

The Cheat

For this cheat you'll need a reset switch. Reset on the title screen and enter:

POKE 13448, 173

SYS 2551

This gives you infinite lives.

ST DRAGON

This YC tape game was sendish so G. J. Donegheus has sent us this brief tip: 'Jo' floor's on its way'.

Hold down RUN/STOP and keep the fire button pressed down for slow motion gameplay (very useful for tight sequences).

**ST DRAGON**

Another superb game, and another tip from G. J. Donegheus (and another floor for him).

Start the game and crash into the bottom of the screen, then replace the game by pressing P then Q. Do the same 4 times, you should now have immunity, but you cannot collect extra weapons.

NINJA SPIRIT

Robin Ogle also replies to the Wingers plea sent out by Kourous Major. Not only does he supply the solution for the first four levels of this ageing game, but a cheat that definitely works too.

Apparently though, he didn't want to give the last two levels away because it would be "too easy", and Robin's earned himself another easy tonner.

Level 1

For this level you should use the sword. When you start, go right, killing any enemies who appear under the floor immediately. When you get to the second part of the temple, stay in one place and wait for the golden Ninjas to attack you.

When you kill one, collect the spirit ball that he leaves behind (it's either a Spirit, Weapon Boost, or Smart Bomb). Repeat this until there's a minute left on the clock, then run to a screen with two mini volcanoes.

Kill ten of the men who

jump out of the MVs and when the end of level baddie appears, go to the right hand corner, change to Ninja Stars, and keep blasting. When a baddie goes near you just jump over it and keep blasting. Onward level 2...

Level 2

Use the sword again. Keep going right until you get to the second bridge, change to ninja stars and keep running. The end of level baddie is tricky. Firstly, make sure there's no fireballs on screen, then, whenever the scorpion goes for you, jump up. This gives you a few seconds to shoot at him and when it charges again, just repeat the above tactics.

Level 3

Very tough indeed. Use sword on this level. You've got to jump over the swamp giants, not kill them. It takes a while to learn this, but once you've perfected it you'll manage it every time.

When you get to the end of level baddies, switch to dynamite and jump over it in the same way as you did the swamp giants. As it goes the other way, give it a taste of explosives. Repeat this until it dies, but watch the small

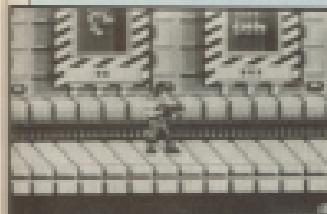
KNIGHT MARE

For most people this game has been true to its title, but for no longer. Daniel Brownfield and Jamie Cotter have sent us this brief tip on how to get past the second door, for which they get a fiver to share between them.

Give the man a few items and he gives you a shovel. Dig with the shovel under the locked door.

MIDNIGHT RESISTANCE

Finally the most addictive game for many months, we've been inundated with both pieces for help, and tips galore. Robin Ogle does one better, and gives us loads of tips for every level to help us all finally complete the game. Fifteen quid is the least we can give you (and the most) (Robin. Holy big dosh!!)



Level 1

A fairly simple level. Just keep going right until you get to the tank, then go to the left-hand corner and keep blasting at the tank. When it fires simply jump over the bullet, the second bullet just aims at where you were in the air and presents no problem. Go up and right to complete the level.

Buy
Three-way or Shotgun
Homing or Nitro
An extra life

Level 2

Still fairly easy. Destroy the tank in the usual method and go down the hatch. Go through the vents and blast the machine gunners. Destroy the conveyor belts and when you get to the

missile firing tank, go in the bottom left-hand corner and blast it from below. Go down and right to finish the level.

Buy

Three-way
Nitro or Shower
An extra life

Level 3

Tricky level this. Go right until you get to the lift, then keep jumping up, using the three-way to dispose of the jetpack men. When you get to the three men, use the nitro or shower to dispose of them. To avoid them, just stay in the middle of the screen and when they come down, jump away and then back again.

The end of level baddie is quite simple. Just blast the avans and shoot the eye. Keep going right to exit the level.

Buy

Three-way or Shotgun
Homing Missiles
An extra life

Level 4

Keep going right, destroying the tanks you meet, but be prepared for the jetpackers! Climb up the ladder and prepare for a long battle. Use the homing missiles to destroy the jobs and exit right.

Buy

Extra ammo
Homing or Nitro
Extra life

Level 5

A tough level this. Keep going left and drop down the ledge. When the helicopter appears, use all your armoury on it and pray like crazy. Keep going left and use the same 'tactical' on the second helicopter.

To get past the electric fence, just blast the top and bottom of the electric beams. Jump the large gap and kill the machine gunner. Go down and kill the electric man. Then go back up and destroy the helicopter, after which you go right to complete the level.

Buy

Extra ammo
Homing Missiles
Extra life

Level 6

Easy! Just go right and when the screen drops, sweep everything you see. The screen keeps dropping and you keep killing.

When you reach the bottom, just go right and exit the level.

Buy

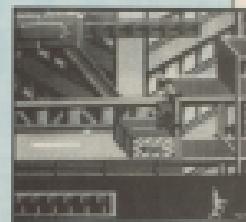
Few or Extra ammo
Nitro or Shower
Extra life

Level 7

Fairly easy, but you do need 'fire'. Just go right and waste all the soldiers you meet. Use the fire and backpack weapon to destroy the missile-lying funnel and the other 'things', and bingo - you've done it.

Buy

Extra ammo
Nitro
Extra life



Buy
Extra ammo
Homing
Extra life

Level 8

Keep going up, there's lots of keys to collect so do not advisable to shoot someone on a separate ladder.

The end of level baddie is very awkward and homing missiles come in very useful as close fire.

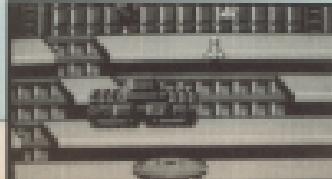
Buy
Extra ammo
Homing or Nitro

Level 9

Quite tough this. Keep going right, blasting all the baddies you see (three-way is good for this before they get a chance to fire). When you get to King Crimson (yep, his head anyway), just blast like crazy and hope for the best. There, you've done it, sit back and watch the end of game sequence.

The Cheat:

If you get killed on any level, after you've typed in your high score the message 'revive and press fire' comes up. Ignore this line and just press fire. The next level will then load (this obviously will not work if you have a disk drive).



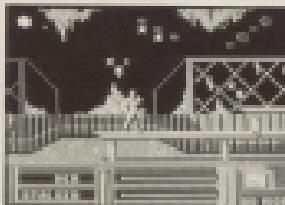
POKES

Loads of lovely pokes comes from A. Jacobs, Peter J.H. Lewis, and he who is called Gino Givelli. All of these will be getting a craggy hero for their efforts.

If there is no SYS number it means that the pokes are for use with a cartridge (available from Data, EOL, and other manufacturers).

BATMAN - THE MOVIE

Infinite lives
POKE 4866, 173;
SYS 1624



CREATURES

Infinite lives
POKE 7320, 173
POKE 88246, 173

FROSTY THE SNOWMAN

Infinite lives
POKE 27916, 173

HARIC

Infinite credits
POKE 28447, 173
POKE 28854, 173
Stops baddies shooting
POKE 31510, 169
POKE 31561, 169

Infinite bullets
POKE 28423, 0
Infinite missiles
POKE 33860, 0

PUB TRIVIA

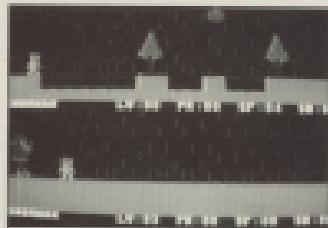
Infinite money
POKE 8867, 0

THE RUNNING MAN

Infinite energy
POKE 5126, 0
Infinite time (at end of levels)
POKE 3626, 0
Stops dog biting you
POKE 7835, 169
POKE 7841, 300

TEENAGE MUTANT HERO TURTLES

Infinite credits
POKE 3020, 173



POKE 1677, 173

Infinite energy
POKE 10916, 141

TOTAL RECALL

Infinite energy
POKE 11584, 301
POKE 11581, 225
POKE 11582, 206
POKE 11583, 176
POKE 11584, 251
Infinite time
POKE 11730, 0

TIN TIN ON THE MOON (Stage 1)

Infinite time
POKE 20287, 0

TURRICAN

For infinite time
POKE 3020, 173

POKES

WINGERS' CORNER

If you can help any of the following please send us your tips.

John Bentley is having trouble with Knightmare (the tip in this issue should help), all three Ozzy's (we printed full solutions to two of them - Treasure Island and Fantasy Land - in our Sept '86 issue), and Strip Poker 2.

M. A. Barrington wonders how to enter pokes without an SYS number. It's pretty easy really, you need a commercial cartridge from one of the suppliers. In a future issue we'll look at all those available; for now you should take through the adverts for the best one. The same applies to Michael Bennett Jr.

James Harrusford is also having trouble with a Ozzy game, although this time it's the first one. He can get into the castle, and past the Wizard, but cannot complete the game.

Richard Perez is having a little trouble with Pinball's Quest, he can't get past level 6, and needs a Poke with an SYS-number.

Emma Copeman is having big probs with Frosty the Snowman and cannot get past the 8th. We'll be printing full maps and a playing guide in a future issue, but up in the poke section there's one for this excellent game.

Paul Milburn is looking for a cheat that works for X-Out. He reckons the one we printed in December didn't work due to the C64 not having an 'ESCAPE' key. There is one on the C128, but I don't suppose that helps much.

Adrian Sharp needs cheats for Predator (How do you kill the monster or lift the tree trunk?), Live and Let Die (infinite fuel needed), and Moonwalker (infinite disks).

Sue! Bellis is looking for cheats for Back to the Future II, Barbarian, Target Renegade and Footballer of the Year.

Anthony Phillips would like to know if there's a poke that works for Green Beret.

MEGA-FIENDS FROM HELL

The high scores...

Banquet Knights

Sally Siam - Carl Beeson, Preston

Barbarians

14,350 - Ross Gammell, Harrow

Batman - The Caped Crusader

Completed (90%) Penguin's plot - C. Smalley, South Glamorgan

Batman - The Movie

615,420 - Andrew Main, Falkirk

Beverly Hills Cop

41,922 - C. Smalley, South Glamorgan

Gobball

299,615 - Ben Rotunda, Cheltenham

Emlyn Hughes International Soccer

58-7 (skill 10) - Anthony Phillips, Essex
52-0 (skill 10) - Ben Rotunda, Cheltenham

Ghostsbusters

500,500 - Carl Beeson, Preston

500,000 - Andrew Main, Falkirk

IRK

1000,000 - Ross Gammell, Harrow

Klax

Wave 17 - Ben Rotunda, Cheltenham

Pipemania

86,070 (level 21) - Ross Gammell, Harrow

Quarter

211,850 - Carl Nicalef, Kent

Rainbow Islands

Level 8, Robot Island - Carl Nicalef, Kent
Level 9 - Andrew Stillington, Leeds
Level 4 - Carl Beeson, Preston

Rambo

987,300 - C. Smalley, South Glamorgan

Red Heat

128,833 - Adam Twins, Portsmouth

Salamander

93,000 - Ben Rotunda, Cheltenham

Starquake

Finished (100%) - Carl Beeson, Preston

Summer Camp

Level 3 - Andrew Stillington, Leeds

Super Wonderboy

115,215 (finished game) - Carl Nicalef, Kent

Turbo Outrun

12,847,890 - C. Smalley, South Glamorgan

Turrisian

World 4, Area 2 - Andrew Stillington, Leeds

The Untouchables

200,730 - Ross Gammell, Harrow

WRC Le Mans

Completed, 644,600, Best lap time 158.4 - C. Smalley, South Glamorgan

Willow Pattern

Finished (90%) - Carl Beeson, Preston

Wonderboy

224,500 (area 7, round 9) - Carl Nicalef, Kent

Yogi's Great Escape

100,700 - Andrew Main, Falkirk



And that's it for this humungous edition of SOTE. Next month we'll see loads of maps and a couple of new features, until then keep sending in ORIGINAL hints, tips, pokes and maps and the best will be rewarded with real cash.

Send your cheats, high scores, wingers etc to: **Ozzin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

You join us for the first heat of this exciting contest. The lights are dim. The audience are dim. The contestants are... No, but seriously. There will be four qualifying rounds of the contest from four sections of the software industry with questions on the kind of trivia that, until now, has cluttered only the minds of the YC staff.

THE CONTESTANTS:

Danielle Woodgate (US Gold): "My job is to maintain a constant corporate image for the company and its brands in response to enquiries from trade, public and press."

Cathy Campos (*Mirrorsoft/Imageworks*): "I'm responsible for the promotion of lots of different titles such as *Back to the Future II* and *Predator II*. In the course of my job I get to deal with and take out lots of interesting journeys like the YC team."

Tammy Lock (Dormark): "I'm a Marketing Assistant, Assistant PR Supreme. I meet lovely journeymen like Phil and go up and down the country taking them out for sumptuous, expensive lunches. I also organise nice competitions with games, like *Skull + Crossbones* and *Hydro* which are completely brilliant!"

Nicki Hemmings (Rainbow Arts): "I try to get as many front covers out of journeys as possible, with no lunches up front. I want to tell all the readers to go out and buy *Turrican II* which I'll give Robocop II if it's a run for its money - and we didn't have to buy a licence!"

Mike Clarke (Code Masters): "The Coders say to me, 'Get close to the press, Mike, and get them to write nice things about us. Be absolutely brilliant... Code Masters... Super-smooth graphics, is that OK?'"

COMPUTER BOF

(aka "A Clash of the Titans: A Meeting f
ROUND

This issue's winner will go on to meet a Programmeer, an MD and a VC writer in the final. Can Danielle possibly know enough trivia?

Meanwhile the runners-up

will have to console themselves with a piece of Chocolate Fudge cake and the promise of a large, sticky drink at the European Computer Trade Show from Pac!

Daniel Marchant (Sierra): "I do PR, testing and development managing. I take journeys out to lunch and that gives me a good excuse to have an expensive meal, I like, where possible, to get my photo in the press so that our programmers can blow it up on the photocopier and deface it."

And on with the Questions...

1. Who is Kevin Toms?

DM



He did a football game... Football Manager! [1]

CC



The guy that programmed Football Manager. [1]

2. Who released Friday the 13th, the computer game?

Dormark. It was Dormark, wasn't it? [1]

It was some hucky... (Censored, for Cathy's own good) [1]

3. What have the computer games Liverpool FC, Great Glens, States and Outrun Europe got in common?

They didn't actually get released. But Outrun Europe is going to be released! [A bonus half point for our visiting YC, there!] [1 1/2]

They all got banned off! [1/2]

4. What was YC called before it was called YC?

Your Commodore. [1]

Your Commodore. [1]

5. Name three software companies that have gone bust.

Softak, Activision, GrandStarm. [2]

Tyrossoft, Softak, GrandStarm. [2]

6. Name three releases from Accolade software.

[After much thought] Test Drive, Indiana Jones and a sporty one... Jack Nicklaus Golf! [2]

Altered Destiny, Test Drive III, Elvis. [2]

7. Which software company has the Neighbours licence?

Postal [0]

Whoever it is, I feel sorry for them! [0]

8. How many Megs does the average 32 cartridge have?

Two or three Megabits. [1]

Four? I'm sure I'm wrong. [0]

9. Identify five add-ons for a C64?

Joystick, Mouse, Disk Drive, FastLoader, Printer. [2]

Joystick, Printer, Mouse, FastLoader, Monitor. [2]

10. Which chart-topping pop band is about to have its own computer game?

New Kids on the Block. [1]

New Kids on the Block. [1]

OFFO OF THE YEAR 1991

"...of Intellects The Like of Which Has Ne'er Been Seen Before")

1: PR-types

THE ANSWERS:

1: The author of Football Manager, and he had his megashot on the front (an all 2-D version) (although they prefer

not to mention it - the game was such a turkey it had feathers and went "gobble, gobble, gobble?")
2: None of them were ever properly released.
4: Your Commodore, of course!

5: Far too many to mention here! But Activision (sort of), Rabbit, Imagine, Grand Slam, CRT, (sort of, against Tynemouth, etc.) are all acceptable.
6: No, there are much too many!

Only one contestant from each heat can go through to the exciting Woolworths self-adhesive Star-studded final in four issues' time. So, draw up a comfy chair and let's play Blockb... er... Computer Blocks of the Year 1991.

7: Zappelin, actually!
8: Two, but MegabITS kids, don't be fooled!
9: What do you plug into yours?
10: New Kids on the Block (jeep, sonar, yeah!)



He's something to do with a game about a football manager, I think. [1 1/2]



He must be a footballer. Did he write some football game? [1 1/2]



He had his picture on the front of some football game... Football Manager. [1]



The guy responsible for Football Manager. [1]

I know this company! Domark! [1]

Ooooh? It's before my time! [0]

Was that CRL? [0]

CRL? [0]

They were never released. [1]

Never seen the games released. [1]

They never appeared, or very briefly. [1]

None of them came out. Er... none of them were any good? [1]

Your Commodore. [1]

Your Commodore. [1]

Your Commodore. [1]

Your Commodore. [1]

Grand Slam, Tynemouth, Interceptor. [2]

Tynemouth, Activision, Imagine. [2]

Tynemouth, Grand Slam, Imagine. The Lotus was borrowed (the schiz, mysteriously). [2]

Rabbit, Imagine, Grand Slam. [2]

I don't know. Er, Test Drive, Hardball and something else? [2 1/2]

Test Drive II, Ishido, Day of the Viper. [2]

4th + Inches, Jack Nicklaus Golf, Test Drive. [2]

Gumball, Jack Nicklaus and (obviously) the game that Accolade would prefer not to mention! The Train! [2]

I really don't think I know that. [2]

It's not Roger Hulme's crowd, is it? [0]

Zappelin. [1]

Er... begins with an 'E... Daniel, just 'cos they deserve it! [2]

4000, er, 4, 40? [2]

Two. [1]

Two. [1]

Two. [1]

Cartridge thingy, Printer, DataCassette, Joystick, Monitor. [3]

Joystick, Disk Drive, Mouse, Printer, Power Cartridge. [3]

Cassette Deck, Disk Drive, Light Gun, Printer, Joystick. [3]

Joystick, Disk Drive, Monitor, A video if you want to (Power), Action Replay Cartridge. [3]

New Kids on the Block. [1]

New Kids on the Block. [1]

New Kids on the Block. [1]

(Confusing) New Kids on the Block? [1]

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Take out a subscription to YC magazine and see what you get.

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NEXT MONTH

IN THE ONLY
COMMIE 64
MAG WORTH
SPENDING YOUR DOSH
ON

GAUNTLET 3D

The sequel to the most original series of coin-ops in history, and original in every way itself. Read the exclusive first review in YC, and discover why US Goo think it's their biggest release for years.

THE MEGA-STONKING TAPE

At least TWO playable demos will headline the bestest YC tape yet. Others concentrate on supplying tape boxes we concentrate on supplying the goods.

KONSOLE KRAZY

An extra extended version of the column for Q94GS owners that outlines the future of the machine, in humorous and serious ways.

AND MORE

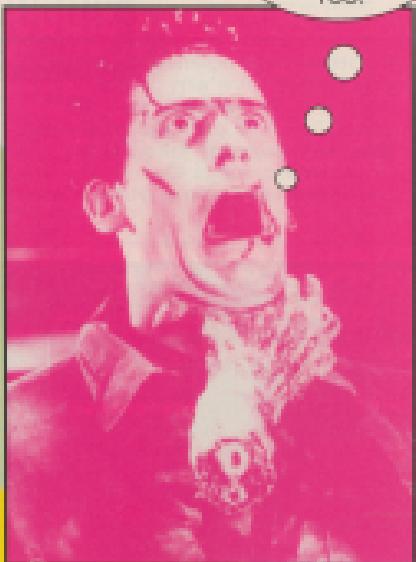
- ◎ Loads of reviews and previews!
- ◎ Another free pull-out comic featuring your favourite strips!
- ◎ Tonnes of mega tips and adventure hints!
- ◎ The second part of Wiggle It!
- ◎ Another spondiduous poster!

YC MAY '91 -

It's so splendid you could even use it to swat flies!!!

OUT APRIL 26

The publishers of YC are quite prone to spontaneous decisions so if we change the contents or anything it's completely natural (But if we do, you can bet that it'd be completely funky whatever we change it to!)



Please writer investigated
reserv a copy of YC for me
every month. In return I'll hand
over my rather crucial pocket money
although it pains me to do so, and
I wouldn't do it for any old cruddy magazine.

MY NAME

MY ADDRESS

GRAND PRIX

Football management games, you either love 'em or you hate 'em, either way you've probably had enough of them!!! Nik Henderson takes this unusual Formula One management game out for a spin...

| GRAND PRIX | | LAPS | CARS | 1 |
|--------------------|--------------------|------|------|-----|
| GRAND PRIX | BRAZILIAN | 100 | 100 | 100 |
| TYRES | FUEL | | | |
| 1 - HARD | ██████████ | | | |
| 2 - SOFT | ██████████ | | | |
| 3 - INTERMEDIATE | ██████████ | | | |
| 4 - RAIN | ██████████ | | | |
| | | | | |
| 0 - 0 PICKS TYRES | 0 - 0 REFUELS FUEL | 0 | | |
| 0 - 0 PRACTICE LAP | | | | |

Management games? I know! Give me a day or two in front of a computer and a copy of Football Director and I'll be quiet the whole time (pausing briefly just to scoff the odd big roll and sup my cold tea). And when something more original than footy becomes the subject of such a game I'm at it like a shot.

I tell you what, you've never seen a tape fly into a database as fast as my copy of Grand Prix did. Unfortunately I had to wait for the normal loading time until the game was there, up on screen, for my

eagerly awaiting management skills to come into, and they did.

You are the boss of a Formula One racing team, the sort of bloke that you see up in the grand stand of any racing track with a fat cigar and an equally fat build. And to build the team you get a few offers from different racing names and sponsors. As soon as the game starts you are offered the type of car that you'll race, the engine you'll put in the cars, the major sponsor name, the tyre manufacturer that you'll be linked to, and other sponsor/manufacturer

| GRAND PRIX | | LAPS | CARS | 1 |
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| GRAND PRIX | BRAZILIAN | 100 | 100 | 100 |
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| 0 - 0 PRACTICE LAP | | | | |

"Well there he goes... into the toilet... and here's some bacon... walking straight past the hot dog stand... but my word, he's spinning... he's all over the place... can he hold it... that'll teach him to drink beer parts of breakfast!"

| GRAND PRIX | | LAPS | CARS | 1 |
|--------------------|--------------------|------|------|-----|
| GRAND PRIX | BRAZILIAN | 100 | 100 | 100 |
| TYRES | FUEL | | | |
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| GRAND PRIX | | LAPS | CARS | 1 |
|--------------------|--------------------|------|------|-----|
| GRAND PRIX | BRAZILIAN | 100 | 100 | 100 |
| TYRES | FUEL | | | |
| 1 - HARD | ██████████ | | | |
| 2 - SOFT | ██████████ | | | |
| 3 - INTERMEDIATE | ██████████ | | | |
| 4 - RAIN | ██████████ | | | |
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| 0 - 0 PICKS TYRES | 0 - 0 REFUELS FUEL | 0 | | |
| 0 - 0 PRACTICE LAP | | | | |

TWEET,
TWEET!

RUGBY COACH

CULT £2.99



WITH RIK HENDERSON

THE BUDGIE COLUMN

THE SCORES

NO SCORE - This game is too abysmal for words.

● - It'd probably be worthwhile using the cassette to record an EMU single or something.

○○ - Not even worth a look. Its only appeal would be for amusement.

○○○ - This is an average budget game, and would probably fill a gap on a rainy Sunday afternoon.

○○○○ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

○○○○○ - This is the best you're likely to get for your pocket money. Well worth saving your piggy bank for.

D&H Games are very well known for not only the company's prolific nature when it comes to sport simulations (see the Grand Prix review on these pages), but 90% of them are rather stoney (and pretty accurate). And out of these most of them are released for just under three quidies on the budget label 'Cult'.

Rugby Coach is yet another of the management games that Cult's so good at, although this time the focus is away from footy. But not that far away. Unlike rugby's the focus of attention, or more accurately rugby league (the difference between rugby league and rugby union is the amount of total scars boasted about in the pub afterwards, and the

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THE BUDGIE COLUMN

and a box full of board

First you choose which team you'd like to manage, or 'coach' if we're being picky (we certainly are - The Readers), and you do have the chance to change the

opposing teams in the
final set.

These you're presented with an option screen that offers you all the features you need to be able to choose a championship and cup (there are two of them) winning team. You can offer players on the transfer market (don't forget, rugby league allows transfer fees for players and is run on a profit making basis, unlike union and similarly buy others, although you can only ever have up to 20 players in your team at one time). Each player has a level for each of Strength, Speed, Tackling, Passing, and Kicking.

| SERIAL NUMBER NO. 10 | | |
|----------------------|----|---------|
| R. R. | VS | CLOTHES |
| RE | VS | CLOTHES |
| W | VS | CLOTHES |
| | VS | CLOTHES |
| | VS | CLOTHES |
| | VS | CLOTHES |

names later on. Then you can choose a skill level from 1 (easy) and 8 (near-
blindingly difficult), as
hard in fact that you could
use it to drill holes in the
meat, all of which
determining how vicious
and unfeasibly strong the

Abilities, and also has an overall rating which, unlike other management games (body or otherwise), differs from player position to player position.

Once you've got yourself a balanced team, let what you think see a

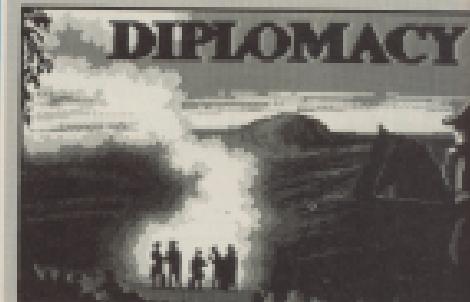
"What shall we do this Sunday?" says the small spotty geek in the duffle coat. Rik thought long and hard. "Let's play Diplomacy!", he said in a mock taking tone. And so Rik Henderson does end up playing the 30 year old strategy game, and ends up buying himself a duffle coat.

remember, back in the old days, sitting in my School Library with a set of the Dalmatian board game and a few others. After about half an hour we'd set up the board and another half we'd read the rules. By the time the first turn had been worked out, the school bell rang and we were all zoned out by the stuff of our dooky years (and No school uniform for the mighty Raj And, unfortunately, all further attempts at playing were constantly dashed by somebody's blurrin' shing up half way through, or the cat had eaten half the pieces, and to this date we've never finished a whole game).

Thanks to Virgin, and the Leisure Classics label, you're finally treated to it.

computerization of the game of old-world domination, and "Totalit" is certainly the right word for it. Although we don't really have the space to go into all the nooks and crannies of the rules of the game, here's a rough idea: You are the ruler of a nation (England, Austria-Hungary, France, Germany, Turkey, Italy, or France), or if there are less players than seven (The mag), generally more than one. Using your armies and fleets you have to essentially take over the regions (called supply centres) of each country (eventually taking over the entire world).

This can be done using help from other players by signing 'bounties' and by asking for military aid, and when you do take over a supply center you will then



DIPLOMACY

CREDIT CARD

| | | | |
|-------------|-------------|--------------------------|-------------------|
| Can't say I | ► DIPLOMACY | No one says game is pick | ► HALF LIFE |
| remember | ► DIPLOMACY | and they | ...but now you're |
| it's been | ► DIPLOMACY | due to its | within the |
| long | ► DIPLOMACY | complexity, | bargain- |
| | ► DIPLOMACY | ► DIPLOMACY | you know |
| | ► DIPLOMACY | that it's a | that it's a |
| | ► DIPLOMACY | game that | game that |
| | ► DIPLOMACY | never repeat | never repeat |

RANK: Diplomacy.
SUPPLIER: Leisure Games.
PRICE: £3.99 Tape, £14.99 Disk
VERSION: 1.01; Out now.

85%

Not the sort of game for shoot-em-up freaks, but strategists and boardgamers will salivate at the prospect of world domination.

receive a new army or fleet (joining your forces as you go). You get several options to perform before you end your turn - move troops, support other troops in battle, convey troops across the water, etc., and once over all the turns are resolved and the outcomes worked out.

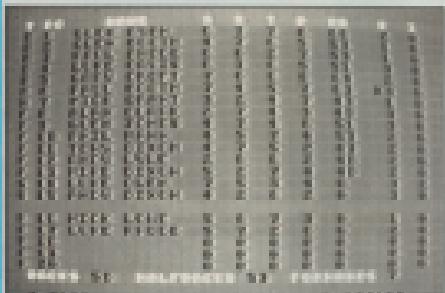
"How why shouldn't I just go out and buy the board game?" I hear you all shout out in unison! Simple, because there are no fiddly bits in this box, just a tape or disk, and the presentation and options are incredible. For a start, you can have up

to seven players, any of them human or computer controlled (with the computer players having three skill levels), and the map screens are split up into standard, troop, and occupied areas.

Everything is controlled using easy joystick controls and the vehicle package gives areas, and highly improved, loads of life to what has been acclaimed as the best board game ever. You can forget the excellent conversion of Monopoly, Cluedo, Scrabble, and Risk, Diplomacy is the ultimate of them all.



Q And they all sat round the table discussing such important topics as who's going to have the last bourse, and why cream snakes always make your mouth dry!



balanced team), and have looked at your oppositions area scores (and seen that they're very likely to just come out on the pitch and continually jump up and down on your faces), you'll enter the area of operation (as the Americans would call it if they saw how violent rugby really is - not like their peace game). It is here that you realise one of the few faults of Rugby Coach as, no matter how many points my team decimated the opposition in area scores, the final outcome is always most likely to go away from your team. The other bug

(although the first quibble

is not actually a bug) is when you accumulate too good a team and you try to raise your Forward rating above 45, it will decrease all the way to 0, no matter how good the players are in that position.

Rugby Coach isn't the best management game, but is typical of the high standard of budget simulation games released by Cull. It offers a lot of new features and is very simple, and very gripping, to play. If it wasn't for the bugs it could well have even been worth a full price tag.

RATING: O O O O

CONTINENTAL CIRCUS

MASTERTRONIC £2.99

Imagine this, one Japanese bloke is phoning up an American, and he wants to know what the name of his lovely new arcade machine is so he can have the sides and

top strap printed. Also imagine that the line is pretty crackly, and when the American fellow says "Continental Circus" - a highly logical name for a car racing game - it gets a little bit garbled and the Japanese bloke hears "Continental Circus" - a not-so-logical name for a car racing game - and so an arcade game cock-





THE DIZZY COLLECTION

solve many puzzles and avoid vicious beings who all are trying to poison you (these measures being, amongst other things, spiders, birds and ghosts). This game has remarkable graphics and is a classic arcade adventure with an addictive edge to it.

TREASURE ISLAND DIZZY

You know that you shouldn't have used Long John Silver's spans wooden leg collection as makeshift stumps to play cricket, or perhaps you should have, as now you're stuck on a Treasure Island. Although this sounds quite a good place to be stuck you may have second thoughts when you see the well scary grave stone of Black Heart, the Pirate, you might even have third thoughts when you read the scroll that says he haunts the island. Also watch out for the dangerous egg traps in the treedhouse.

Treasure Island Dizzy is a good arcade adventure game following in the tracks of the original.

FANTASY WORLD DIZZY

Fantasy World Dizzy improves on both Dizzy and Treasure Island Dizzy. You start off in a dungeon guarded by a rather unfriendly looking troll who throws you back every time you try to

walk past him. Luckily there is a jug of water which can be chuckled on a fire at the other end of the room creating an acid. This is just one of the platforms of puzzles in the game, for example how do you get past the snapping croc in the water? Well, I'm not telling you you'll have to find out yourself.

There is also a rather amusing bit of humor. When I picked up the bottle of whiskey I decided to go get the troll drunk so I could get past the entrance he was guarding. Little did I know Dizzy was an alcoholic as he refused to put the bottle down when I told him to, even when he drank it. Needless to say Dizzy is not very controllable when he is drunk. He walks without your command and will sometimes move in opposite directions to which you tell him.

This Dizzy game is the second best on the collection, the puzzles are done well and the graphics are slightly better than Dizzy's and Treasure Island Dizzy's. The only minor bad point of all the Dizzy games so far is that if you were to do something as easily done as touching a fire or a creature

you will die instantly.

MAGICLAND DIZZY

Now it is the brand new game



for our alcoholic egg, who was yearning for a new adventure and perhaps even more free whiskey, what he didn't realize was that Zacc was alive and kicking, and hatching (speedily) a new plan in his evil ways. This time the evil feld has turned all your friends into strange and weird objects and creatures, and you must seek them out and return them to their normal situations.

CREDIT CARD

ABOUT THE DIZZY COLLECTION.
SUPPLIED: Customers.
PRICE: £19.99 P&P.
RELEASE DATE: Out now.

Magicland Dizzy is the best Dizzy game so far. It has picked up on the bad points of the others and improved itself. M.I.D. is the first Dizzy game to have energy (making the game so much more playable), so you won't die on your first slip up, unless you fall into a pool of water in which you'll

obviously drown. As you travel through Magic Land you'll meet many weird and wonderful beings including The Queen of

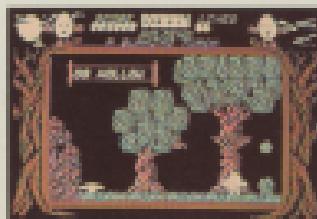
Hearts, Prince Charming, Cheeky Monkeys, Giant Trolls, Game Gnomes, Eels, Creepy Ghosts, Sharks, Huge Rats, Volcanoes, Hades, the Good Witch Glenda, Moonshiners, Werewolves, Vampires - Zacc's evil step mother and many more. The puzzles are well thought out and the graphics are better than all the other Dizzy games.



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| • | • | • | • | • |
| • | • | • | • | • |

85%

Dizzy fans will go bonkers with delight if they haven't got more than two of these games, and almost everybody else will too.



THANGS TO COME

PREDATOR 2

When the YC team sees a mega movie none of them can talk to anybody without giving away two things; a) the plot, and b) tonnes of weee, bawdy, and crackadackaboom noises. Rik Henderson fuddums, padrakkas, and tregalooms his way through the forthcoming movie plot, and latest game, stamping that best beastly of them all...



Q "And they all poured out of the building and straight into my blasting fire. I'd shouted 'Police' but they were too busy dying!"



Cor, what a mega violent fellow that Predator guy must be. Imagine running around gutting people and pulling their spines out through the top of their heads. I never said I have to be in the SAS to do that legally - oh dear, dodgy ground, I'll never watch myself! It probably ends up an dead in a... DANG... Aaaaaaaahhhh!!

Two months in Interzone care later - Errm.. Hello, mind if I don't laugh I may rip my spleen again. And could you pass that bottle of Lucozade over, I've got a lovely plastic cup beside my bed. How wheres was it? Oh yes, the Predator.

When the first movie came out I missed it in the cinema, but due to the wonderful technology we call 'Video' I managed to catch it on its release for the home market and was I impressed? (We don't know, tell us - The Predator). Err, yes I was!!

And if I've got this right this Predator fellow was a hunter in the mega sense of the word. He chugged around the galaxy occasionally stopping on a

planet and smacking certain members of the population (those who are worthy opponents), and in this instance he decided to stop off on Earth - heaven knows why, he probably just fancied what is tantamount to a bit of clay pigeon shooting en route to Beta Minor 2 where he'd find the live legged, ten armed nasty beast they call the 'Mivil Supporter' - and this is where he met his match and promptly got a severe twatting by Amis (the big Schwartz).

Now a younger version has heard about the planet that managed to rule one of his kind, so he decides to indulge in a spot of 'Italy hot', 'pip, pip' and 'He's lag that fellow very, so we can get home for some chumpeta and butter'. And this is the setting for the second movie, and therefore the comic 64 version care of Imageworks.

As Dutch (the character played by Amis in the first film) was on holiday (or something) the action is all revolved around a guy called Detective Lieutenant Harrigan, who's based in the city of Los Angeles in the year 1987. Now this city is currently going through an incredible heathwave and add to that a plethora of drug barons and their teenage envoys, and an

SPESH

unseen killer in the form of an alien presence and we're taking mega-deathless.

The game takes four major action sequences as its focus, and subsequently divides them and provides them as four different levels. The gameplay is reminiscent of such arcade greats as Operation Wolf, but if you remember we've never (not even once) had a decent one of them on the console (even the official conversion was naff), and it's immediately apparent that Predator 2 codes quality.

When you start the first level (and the game) you are plunged into a supposedly routine drug bust, and you must progress along a scrolling corridor, blasting all the nasties using your gun sight and occasionally spanking the closer ones with the butt of your gun.

If you get shot you will lose energy. If you shoot innocent people (like the fat woman who runs across the screen) your badge will be depleted. And whether of these hit their low points it'll be the end of the game for you, and you'll have to use one of the 2 continues that you begin the game with (giving you, in effect, 3 lives).

You also start the game with just a Magnum, which, although it has infinite bullets, is a bit crap when all's said and done. Along the way, and hidden in bins, crates, and hanging baskets, are extra weapons and ammo, and every-as-often there'll be some body armour along-

allowing you to take more hits. But what makes Predator 2 that much more special than anything else in this ilk is (obviously) the Predator.

One problem Imaginesoft has had in converting the movie is that 20th Century Fox has demanded that the game plot is identical to the film's. Due to this, we don't see the Predator properly until the third level. Fortunately he is in the first two, but only in his invisible mode, and he'll not bother you unless you accidentally shoot him. In fact he'll help you murder those drug pushers as efficiently as a Roomba with robes.

At the end of each level is an 'end-of-level' mission (alien or otherwise), and you'll need mega amounts of fire power just to assess in his general direction. The four levels are all quite large, but the

CREDIT CARD

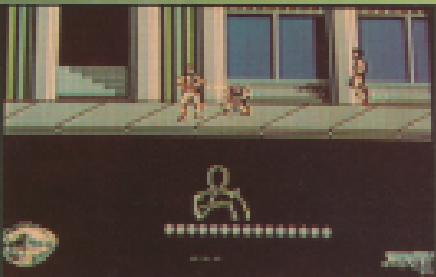
NAME: Predator 2

SUPPLIERS: Imaginesoft

PROGRAMMER(S): Aro

PRICE: To be announced

RELEASE DATE: Late April



level is absolutely huge (at least twice the size of the others), and to be able to complete such a humongous task you'll have to have: a) a flaming good joystick; b) lightning reactions; and c) tonnes of time on your hands.

The graphics are yummy (especially the bit where the Predator pulls the struggleheads off) and the sound is on par with next shoot-em-ups. Although the gameplay is,

to be honest, unoriginal I think it can be safely assumed that the options make it a hell-of-a lot better than any others in the genre (like the way you can shoot the lights-out in the subway - level 3).

As soon as Predator 2 is released (at the same time as the movie) you'll be guaranteed that it will be down in the shops 'hunting' out a copy (Gizmo).

THE MOVIE



Predator 2 - The Movie will be on nationwide release from the 4th of May, and stars Danny Glover (Luther Wepner 1 & 2). He plays Detective Lieutenant Harrigan, but those under 18 will not be able to catch his exploits due to its certificate.

WARLOCK THE AVENGER

Dark hair blowing, gaunt features illuminated by crashes of lightning, the stranger strode purposefully to his seat. Skeletal fingers caressed the joy keyboard like a lovers' touch, and he said, "Bring forth unto me, thine software." And the software was brought, and there was a mighty writing of words. In other words **Mark Luckham** reviews the latest release from Millenium.

There's always something about confrontations between good and evil that bring out the biblical in me. Maybe it's the echoes of the conflict at the core of a man's heart, perhaps it's a race memory of times gone by, and yet mayhaps this is all silly mattle and I should stick to tarmac roads. Whatever, good versus evil is on the menu tonight, as the son of Satan and Satan's daughter, known as Acamanter, move into a quiet little land called Belors, and set fire to their oil wells. Sorry, different evil invading different country. Acamanter does make life unpleasant in Belors though, unless you

enjoy being crucified and left for the birds that is. Our mate Acamanter does nothing better than wholesale slaughter at the weekend, so after a particularly satisfying bout of gasicide he summons four dark and powerful princesses of hell and gets them to guard his towers.

Your job is, naturally, to enter the towers, defeat all four princess and then give Acamanter his come uprance. Though if you have any sense you'll pack your bags and head for the coast instead.

The warlock stands between two towers. In the one to the left are the original eight levels of the game Droid, whereas in the one on



1 Like a bridge over troubled water - the wizard is surrounded by all kinds of boulders shapes and with only Nuclear Blasts death to use!



| Resource | Level |
|----------------|-------|
| MATERIAL | 99 |
| FIRE | 99 |
| ELECTRICITY | 99 |
| INFLUENTIALITY | 99 |

the right are a new set of eight levels. As you, you were thinking that you'd seen this game before. You have, and was called Droid. To be honest I think Millennium giving you the same game but with another eight levels and dressing it up as a new game is a bit of cheek. Thankfully it was a good game in the first place, though it looks a bit dated now, so if you bear this in mind you won't be disappointed.

Warlock (or Druid Plus) is a top-down, Gauntlet-style arcade adventure, with you as a wizard casting spells aplenty to fend off the attention of hordes of monsters. Keys and potions all need to be collected and used to penetrate the inner sanctum of the towers, plus prodigious use of magic. There are variety of spells on offer, the most useful of which is where you create a Gollem.

Now, if you're playing with a friend, then they can play the problem, otherwise the computer handles it. This thing glides around killing and protecting on your behalf, leaving you free to continue unhampered.

Graphically this is
nothing special, but it
works well enough.

THE EDITORIAL

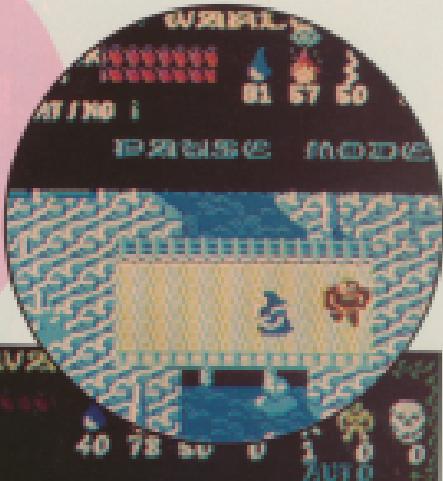
- | | | | |
|---------------|--------------|--------------|----------------|
| The music | is brilliant | Theresa's | If you |
| aren't bad, | is special, | always the | haven't |
| they do the | imagination | imagination | played Dead |
| music | surprise | the same | REALLY like |
| had the PZ | jobs, food | to try and | these people |
| are quite | that's about | see what's a | like those for |
| good and | it. Books of | bit further | some things |
| fantastic the | the art shop | about 40 | differentiated |
| atmosphere. | are not. | you keep | the fun is |
| | | working, | having. |

NAME: *Warlock*.
SUPPLIES: *Magesium*.
PRICE: \$0.99 Page, \$14.99 Disc.
BILLING DATE: April.

三

80%

Adding new levels onto an old game is a bit naughty, but it was a good game in the first place, so check out the 1991 updated version.



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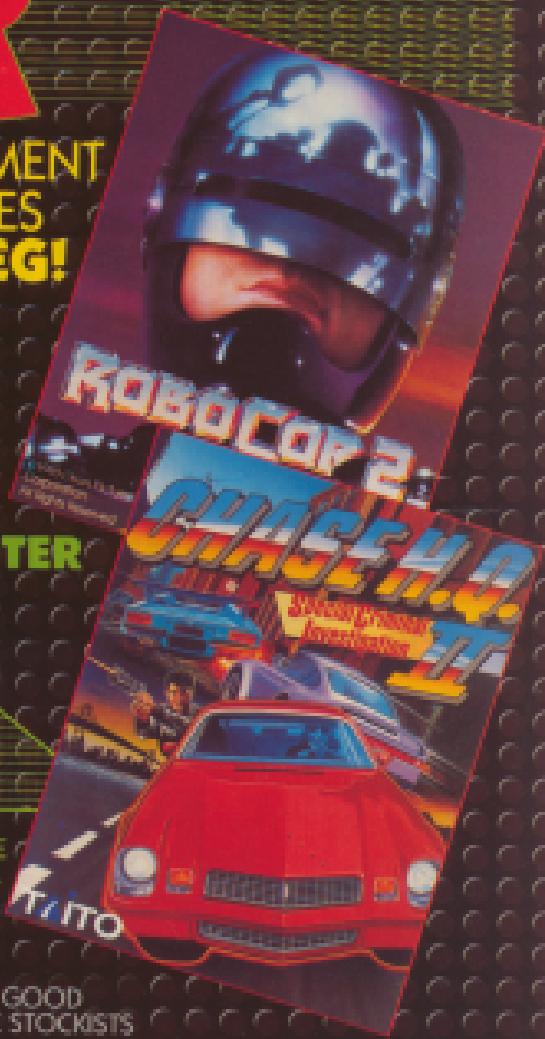
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REVIEW

Game: Into The Mystic
Supplier: River
Software, 34 Hyde
Place, Aylesham,
Canterbury, CT3 3AL.
(Cheques Payable to:
J.A. Lockyer)
Price: £2.50 (Disk)
£2.80 (Tape)
UK Post Free.
Elsewhere Add £1.50
p.p.

Actually, we are very fortunate that River Software has any C64 adventures left after all - it wasn't so long ago that River decided to withdraw all C64 adventures due to the poor demand. All production efforts were then ploughed into the Spectrum (part).

Make yourself comfy
and I'll spin you some
plotlines.

"Where has all the magic gone?" and, "Without magic our lives are empty and cold," were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around - and it relieved the boredom of a long day in the field. Love something and you must find it. Hence you have been nominated, by Merlin (who else?), to find out what the Sam Hill is going on - and where all the magic has gone to.

So off you went.
Now Orcs are a pain
in the armpit. Petty
y'know, Meas too. Oh,
and they have a thing
about tearing people
into teen little bits. But, they
- nobody's perfect,
right? However, Orcs
were the problem just
now. In fact they were
in hot pursuit, chasing
you through the forest.
Luckily you've pretty
fast so it was no
surprise when you lost
the group around by the
old fort. After resting
from the chase you
wake the next morning
to find the Orcs
blocking your escape.

USE THE GUIDE

After the first meeting, the group was divided into two subgroups. One subgroup, consisting of the author and three other members, met weekly to discuss the results of the first meeting and to plan the next meeting. The other subgroup, consisting of the author and two other members, met weekly to discuss the results of the first meeting and to plan the next meeting.

We dream of the Rigby with the light brown hair. Paul Rigby is here again to hack, slay and even use his brain. And guess what? He's even read a book from cover to cover for your sakes, that's dedication . . .



1931
THE STANDING ORDER IS MOST DESIRABLE
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THEY HAVE BEEN
ADAPTED TO THE NORTH, SOUTH,
AND WEST.

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related What to do?

quality which, on the whole, very high. There are one or two real brain teasers in there. I especially enjoyed the first puzzle which is quite logical. Although you are given subtle clues the solution remains obscure enough to drive you crazy. The eventual solution to the problems is quite intricate, yet very enjoyable.

The principle feature



nothing so frustrating as a slow-loading disk game.

OVERALL - 80%

BOOK REVIEW

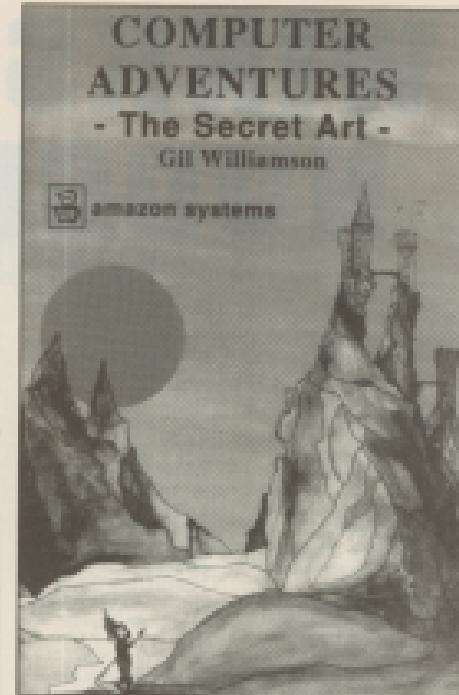
Book: Computer Adventures - The Secret Art

Author: Gil Williamson
Price: £7.95 Amazon Systems, Marlowewood, Lodge Hill Rd, Farnham, Surrey, GU10 2RD.
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advanced adventure I have ever played. Although you have a handy X command to replace the EXHUME command you cannot link commands via AND or punctuation.

However, Jack Lockerby is not known for his technical achievements. Instead, he has a well deserved reputation for producing well designed, very playable adventures that you can guarantee will provide a hours of enjoyment.

Into the Mystic is a very good example, doubtless at this price. One final note, Jack has used the Freeze Machine cartridge to store his adventure on to disk. This means that you load the adventure from a menu which then loads the game much more quickly. Any prospective adventure authors reading should take note of Jack's good sense as there is



your game.

Gil gives good advice on basic graphic design (perspective, composition, etc) as well as making the adventure more atmospheric by including incidental messages, even if they have no bearing on the actual solution. The style of images, text and sound is debated after which various game systems are compared. A chapter on how to publish your game talks about copy-protection (without the expense), publishing your own work, going to an outside publisher and utilising cheat protection. After a more detailed look at the components that form an adventure game Gil

gives a sample transcript of one of his own adventures, produced with an American shareware adventure creation utility called AGT (Adventure Game Toolkit).

The appendices include lots of useful reference material such as a list of utilities and a bibliography. There's a handy index at the back, too.

The Secret Art is a compact book packed with valuable advice which will be of interest to the adventure player but absolutely priceless to the adventure author. Readable and funny enough to tickle the funny bone, The Secret Art is excellent value for money.

WINKS 'N' NUDGES

BARD'S TALE 3 - INTERPLAY

Inside the Ice Keep you'll find a slab on the floor which can only be opened by possessing three lenses. I tried a green card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be destroyed. Check out the diary in the hut. Apart from giving you a thorough lowdown on Skara Brae's bank holidays and when Tarjan, the Mad God, has his official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls next to the wards are also hints. Obscure, but hints all the same.

CURSE OF THE AZURE BONDS - SSI

Probably the best order for ransacking the bonds in Tilerton (fire knives), Yulash (mousetrap), Haptoot (daggercross), Zhentil Keep (Foez/Beholder) and Myth Drannor (Tyrannoxus). In Tilerton search the

Thieves Guild before sipping into the sewers. Similarly for the Fire Knights hideout. In the Red Tower you don't have to fight the dragons. Be nice to them - well, all they get is hassle... everyone needs a little love sometime. Visit the elven queen in Myth Drannor. She's in the crypt (don't ask). Keep an eye out for Rakshasa - the vagrant is in disguise. Buy a couple of magic missile wands from Zhentil Keep then enter Yulash - avoid encounters, initially but fight the shambling mounds by the cleric's body.

DRAGON WARS - INTERPLAY

If you must start with a new team take a look at the pre-generated lot. They have been carefully selected with well implemented skill selection. Take note. For goodness sake do not, what ever you do, transfer characters from old Bard's Tale character disks. They will always be worse off in the new Dragon Wars scenario.

making professions as possible? Probably. But would I risk getting on your wick if I then added that you should have your hunter hunt in the outdoors to increase his skill which will cut down dungeon ambuscades? Yes? Hmm. What if I offered to quit with the candle puns? Right - next!

NEURO-MANCER - ELECTRONIC ARTS

Anyone having problems with Grigoriak (besides trying to stop him



swinging through the trees - no, no, just a joke! You should consider leaving him till later on in the game. You'll need the heavy-duty Black & Decker before he can be vanquished, so just back off, OK?

TANGLED TALES - ORIGIN

The final scenario can be a bit of a bungler. To begin with, buy everything you see -

leave the cookies. Keep an eye open for rabbit traps too. There are three of the buggers. Once each character has joined your party at this time make sure you have a quick chat with them. As for horrible Devourer,

don't bother laying an QBH as the guy is tough. In fact don't start to fight this unassuming character as you'll never get out alive. Flip through the spell book instead, something may be of use.

THE ENTIRE SOLUTION TO

'RUNAWAY'

BY CHRISTOPHER HESTER

Start in dark room . . . X ME, I, HELP, E (for any other directions), X SURFACES, X WALLS, X CORD, FULL CORD - reveals bedroom, X FURNITURE, X BED, X TABLE, X LAMP, X PAD, X BASE, GET WATCH, X WATCH, TIME, X SHELVING, X BOOK, X RUG, GET SHORT KEY, OPEN BOX, GET LARGE KEY, DROP SHORT KEY, X DOORS, X SOUTH DOOR, X KETTLE, X WARDROBE, X CALENDAR, X NUMBERS - reveals the red 9, OPEN WEST DOOR, DROP LARGE KEY, W - to store room, X TEA CHESTS, X LEFT ONE, X RIGHT ONE, X TEA, GET NEW KEY, E - back to bedroom, OPEN SOUTH DOOR, (DROP NEW KEY, S - to landing, X PLANTS, X CEILING, X HATCH, S - to pink bedroom, X TABLE, OPEN DRAWERS, X CLOTHES, X UNDERWEAR, WEAR BRA, WEAR KNICKERS, GET ELASTIC, X BIN, X PAPER - reveals the blue 4, X MIRROR, X MAGAZINE, READ MAGAZINE, X CLOCK, X HANDS - reveals the green 2, W - to spare room, X BED, X BLANKETS, MOVE BLANKETS, GET LONG KEY, NE - to landing, D - to hall, N - to coat-room, X COAT, WEAR COAT, GET SMALL KEY, GET BROOM, GET HANDLE, X HANDLE, S - to hall, X

PHONE, U - to landing, N - to bathroom, OPEN WARDROBE, X WARDROBE, X CABINET, OPEN CABINET, DROP LONG KEY, DROP SMALL KEY, GET BRIEFCASE, X CASE, NOTE, S - to landing, W - to bathroom, X POP BOTTLE, DRINK, POP, HELP, X TOILET, FLUSH TOILET, X TOILET, X DISTERN, LIFT LID, GET CLEAN KEY, OPEN CABINET, DROP CLEAN KEY, GET HAMMER, E - to landing, D - to hall, S - to kitchen, OPEN CUPBOARD, X PANES, GET BAG, DROP HAMMER, DROP CASE, DROP HANDLE, X FRIDGE, OPEN FRIDGE, LOOK, X CARTON, DRINK MILK, X CHEESE, EAT CHEESE, X CAN, DRINK, LAGER, W - To dining room, X CABINET, X TABLE, X PAINTING - reveals the yellow 5, OPEN CABINET, X PLATE, X SANDWICH, EAT SANDWICH, M - to the lounge, If phone rings go to the hall and enter ANSWER PHONE. At the lounge - X SOFA, X BISCUIT, EAT BISCUIT, X TANK, X FISH, X PLANTS, X REEDS, N - to study, X BOOKCASE, READ BOOKS, X MAPS, X DESK, OPEN DRAWERS, HELP, X WINDOW, X CURTAINS, GET MAGNET, S - to lounge, S - to dining room, E - to kitchen, GET HANDLE, TIE MAGNET TO

HANDLE, HELP, X TAPE, TURN TAPE, X WASHER, X ROUND DOOR, OPEN ROUND DOOR, X PANEL, X LIGHTS, X SOCKET, X LEFT PILLOW, PUSH LEFT PLUG, X LIGHTS, PUSH SWITCH, X OVERALLS, GET WRENCH, TURN TAPE WITH WRENCH, LOOK, DROP WRENCH, D - to cellar, X CIGAR, X SHELF, X JAR, GET JAR, GET BLACK KEY, HELP, GET BLACK KEY WITH HANDLE, UNTIE MAGNET, U - to kitchen, W - to dining room, N - to lounge, OPEN GLASS DOOR, DROP BLACK KEY, W - to south garden, X FENCE, CLIMB FENCE, N - to north garden, X TREE, X BRANCHES, CLIMB TREE, X BUSHES, GET GLOVE, WEAR GLOVE, S - to south garden, E - to lounge, GET SILVER KEY, REMOVE GLOVE, W - to south garden, OPEN SHED, DROP SILVER KEY, S - to shed, X PLANTS, GET LADDER, X LADDER, M - to south garden, E - to lounge, E - to hall, S - to kitchen, GET HAMMER, MAIL HANDLE TO LADDER, DROP HAMMERS, DROP HAMMER, with the bribeuse TURN LOCK TO 9254, GET SHINY KEY, N - to hall, U - to landing, DROP LADDER, CLIMB UP LADDER, U - to wash closet, OPEN HATCH, U - to aisle, X CHEST, OPEN CHEST, GET GREY KEY,

D - to landing, CLIMB DOWN LADDER, D - to hall, X RED DOOR, OPEN RED DOOR - you should now have 99%, E - end of game with 100%!

The phone will ring three times with three messages, which may provide clues. However, following the above solution exactly means you will only hear the phone ring once. To hear all three messages, keep playing and exploring until just after 2:00 on your watch. (Enter TIME to read the watch.) Beware, though, for if the phone isn't listened after ten rings, it'll stop and you'll lose that particular call.

Don't spend too long though after the third call, as by 'tea-time' your Mum and Dad will return and the game is over. Note that whilst playing, certain actions are only necessary to score the full 100% and not to solve the game.

USEFUL VERBS:

X - short for EXAMINE BORDER ON/OFF GRAPHICS - turns them on.
TEXT - turns off the graphics.
SCORE
SAVE, LOAD - save your position.
QUIT
HELP - differs around the game.
TIME
LOOK



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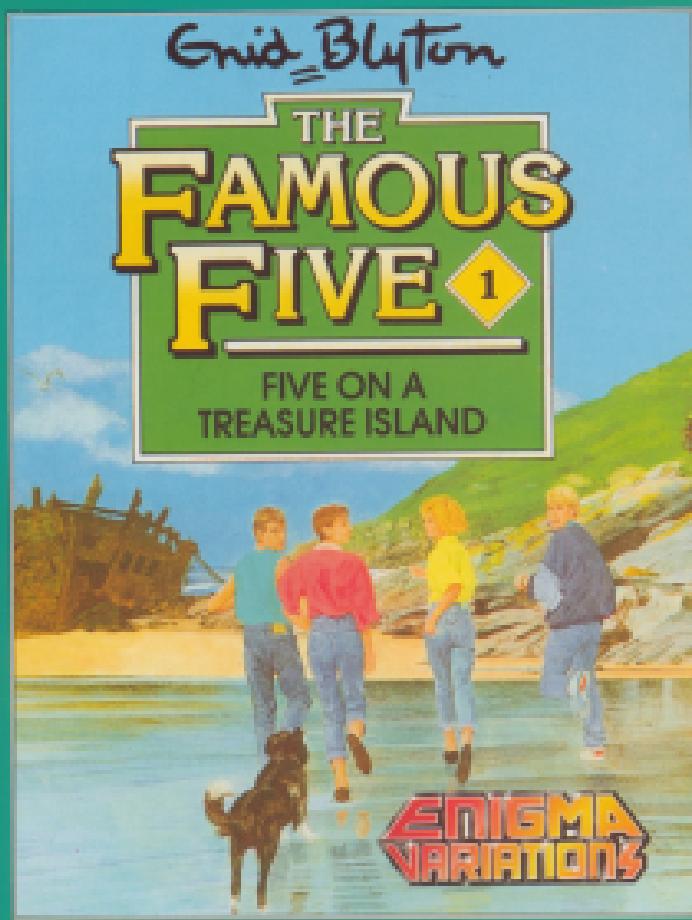
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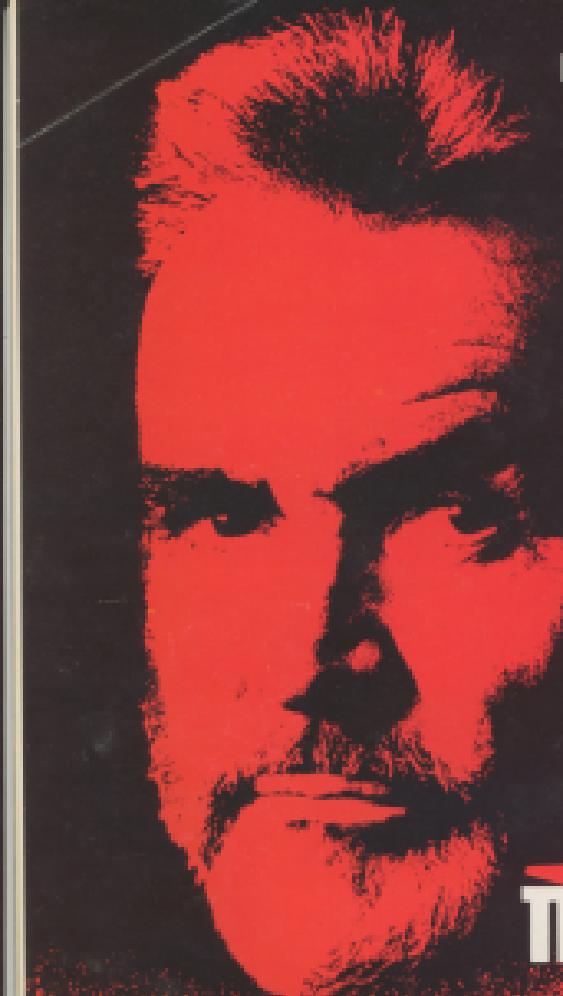
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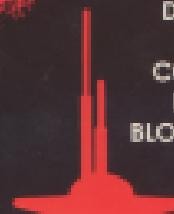
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